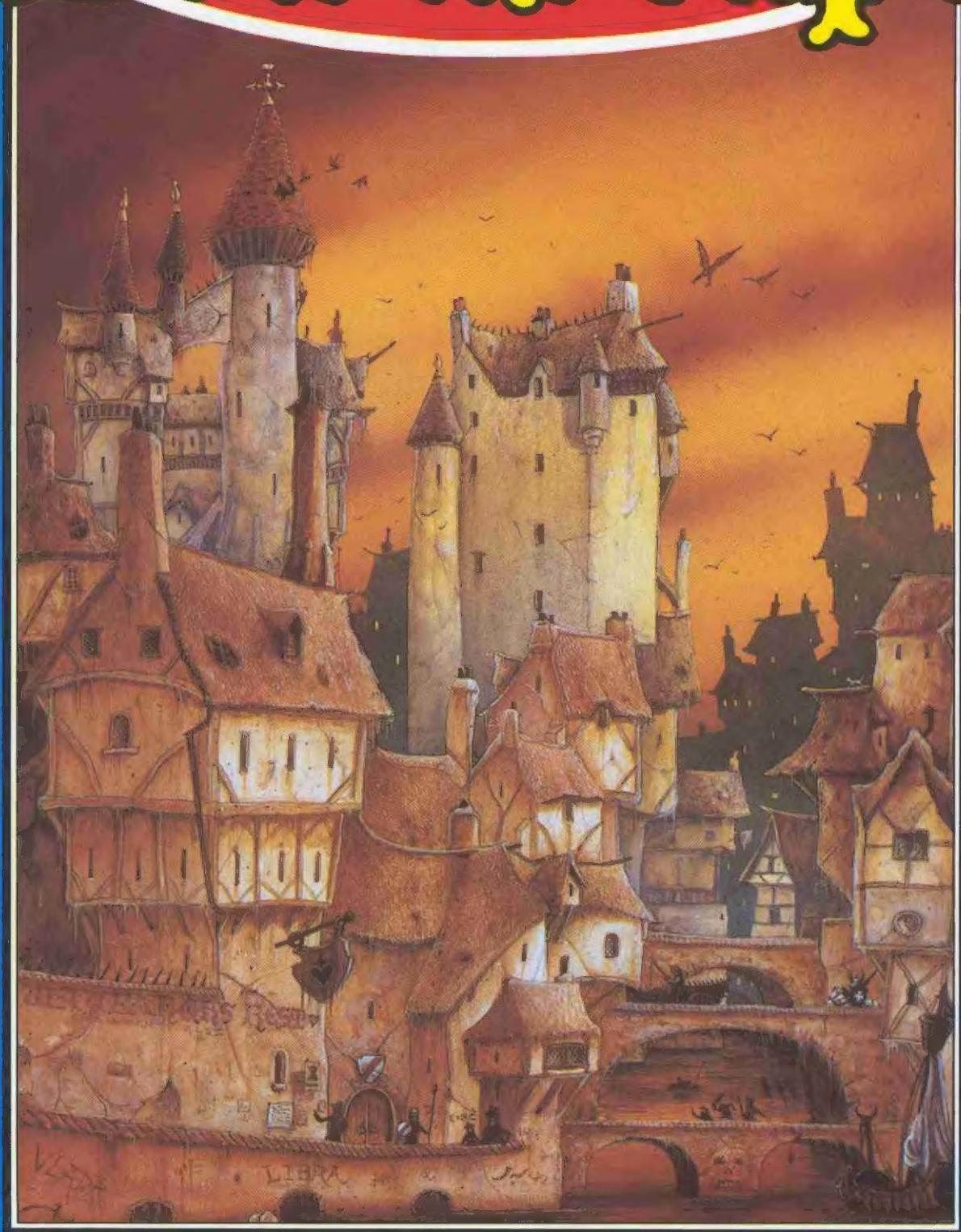


# WARHAMMER

# Townscape



CARD BUILDINGS FOR WARHAMMER GAMES

# WARHAMMER TOWNSCAPE

The Citadel card buildings have been designed to complement the Citadel range of metal models and the Warhammer range of fantasy games. The buildings are ideal for table top wargaming using WARHAMMER FANTASY BATTLE. They may also be used as a spectacular game aid for your WARHAMMER FANTASY ROLEPLAY games. Modellers and painters will also find the buildings make superb diorama pieces in which to display your collection.

## YOU WILL NEED

As well as the Citadel Building Bumpa-fun-pack you will require a few basic tools and materials.

**Glue** - contact adhesive such as Bostik, Uhu, etc

**Scissors** - to cut the buildings from the sheets

**A modelling knife** - to score the card prior to folding

**A metal straight edge** - to cut against

You will also need a suitable table, good lighting, a steady hand and a modicum of patience. Don't forget to put a good thick layer of newspaper on your tabletop before attempting any cutting or gluing.

## A WORD OF WARNING

Modelling knives are sharp and must be used with all due care. Keep your hands free of the cutting area. Always dispose of used blades carefully, and put your knife away when you have finished.

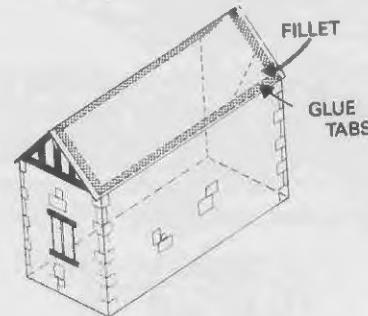
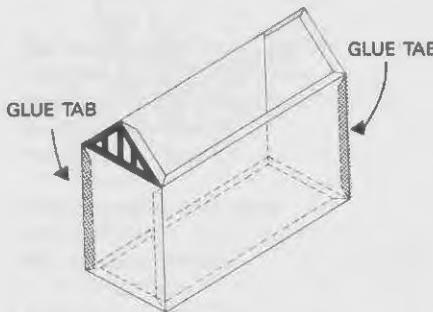
## ASSEMBLING A BUILDING

The accompanying illustrations show the completed buildings together with notes on their construction. The different parts may be located on several sheets as indicated by the number against each part. We recommend you assemble one building at a time.

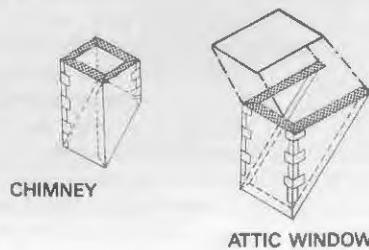
1. Cut out all the component parts for your chosen building. Always cut as carefully and neatly as you can. The more accurately you cut the pieces, the better the finished model will look. If you wish, cut the pieces from the sheets leaving a gap of white card. Cut the edges precisely using the knife and straight edge. Do not cut-off the coloured or plain tabs which stick out from the parts - these are used to fasten the building together.

into shape and fold over any tabs. The tabs allow you to glue the models together. Where possible it is a good idea to cut the tabs over-large to give a larger area for gluing. The tabs at the base of the buildings are designed so that you can glue your finished building to a cardboard base should you require. Apply glue to the tabs joining the wall sections and hold together until the glue takes. Place the completed walls aside to dry.

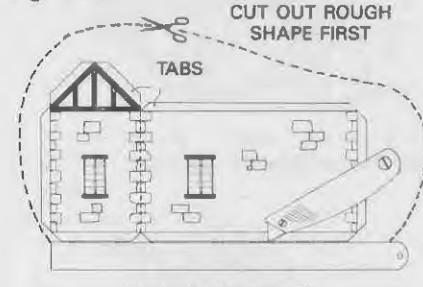
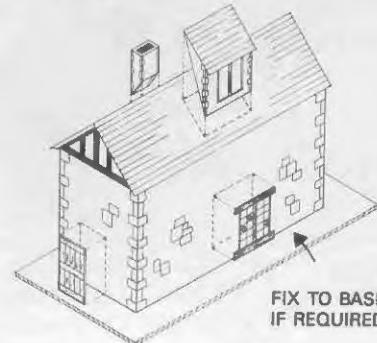
5. Fold and glue the roof in place using the tabs on the wall sections. You can make the roof more stable by gluing additional card fillets in place once the roof is fixed. This is a good idea if any edge of the roof is unsupported by a tab to a wall - otherwise the roof may sag or lift in use. Any scrap card may be used to make fillets.



4. Fold and glue together any additional pieces such as chimneys, attic windows, and staircases. Check for fit as you complete the pieces.



6. Glue on any additional pieces prepared earlier (chimneys, stairs, etc.) and alternative pieces as desired (posters, extra doors, etc.).



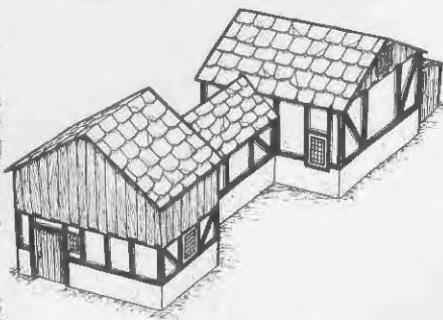
TRIM TO EXACT SIZE

2. Use your knife and straight edge to gently score along the sections to be folded. All roof ridges, building corners, and assembly tabs will need to be scored before assembling the building.

3. Assemble the wall sections first, forming a box section. Most buildings have two wall sections. Fold the sections

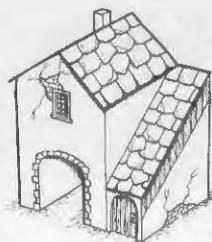
*Each building is made from a number of card sections, which may be found on several different sheets. Following each building name is a list of the pages on which the card sections are found, and the number of sections on that page. For example, building number one - the Farmhouse - is listed as 'P1 (7), P2 (3)'. This means that there are seven sections of the building on page one and three sections on page two.*

**1. FARMHOUSE** *P1 (7); P2 (3)*



The farmhouse consists of four separate box sections glued together. Assemble each section as normal and glue the completed pieces together to make the farmhouse.

**2. GATEHOUSE** *P17 (5); P11 (1)*



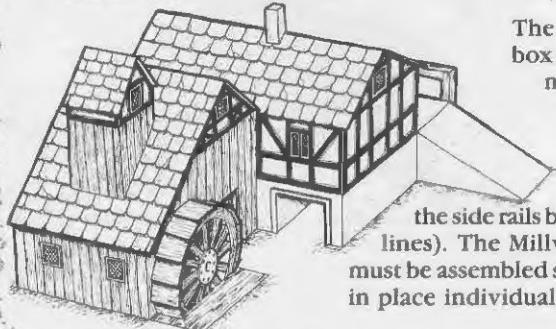
The gatehouse has two box sections which are assembled separately and glued together. Note the internal walls which fit inside the gateway.

**3. LARGE HOUSE** *P3 (3)*



The house is one simple box section.

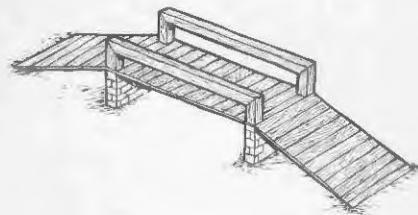
**4. WATERMILL**



the millwheel right and left hand sides must be assembled separately, and the paddles glued in place individually.

**5. WOODEN BRIDGE**

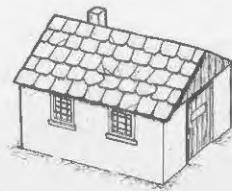
*P7 (5)*



The bridge is formed from two stone box sections supporting a bridge of planks and two handrails. The handrails are delicate and must be assembled carefully. The lower section of the rail will require cutting free of the side rails before folding.

**6. SHACK**

*P11 (1); P8 (3)*



This is a straightforward small building and is ideal for practising on before assembling a larger more complex building.

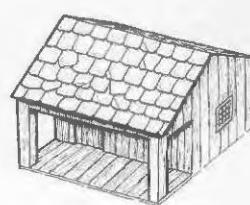
**7. STORE**

*P3 (2); P4 (1)*



**8. SHED**

*P8 (4)*



In this building the front section incorporates both sides whilst the inner front and rear are separate sections. The inner front section is integral with the floor planking. The corner post sections must be cut and folded to form tall four sided pillars.

**9. HOUSE WITH VERANDA** *P9 (6)*

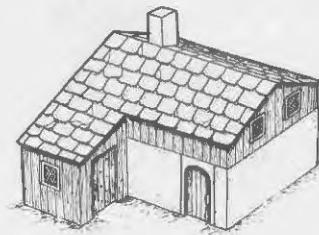


Assemble the house as normal and add the veranda as a separate component.

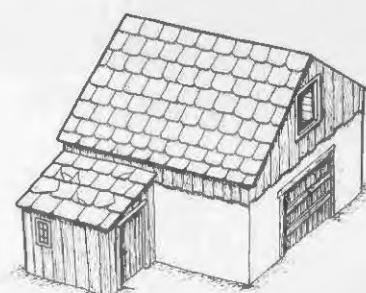
**10. TALL HOUSE WITH VERANDA** *P10 (4)*



**11. LOW HOUSE** *P11 (4); P4 (1)*



**12. DAIRY** *P13 (1); P12 (5)*



**13. Tower House** *P20 (5); P7 (2)*



Assemble the tower, abutting wooden building, chimney and veranda. Glue together once dry.

*P10 (1); P6 (6); P8 (1); P5 (4); P4 (2)*

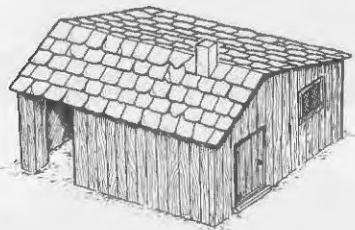
The watermill is made in two basic box sections with additional parts to make the hand rails, bridge, millwheel and stack. The hand rails are quite delicate and the lower section of the rail will require cutting free of the side rails before folding (indicated by darker lines).

**14. DOG KENNEL**

The kennel is a single piece. Cut out and glue to form a box.

**15. ROUGH INN**

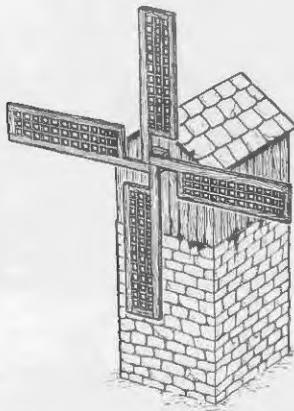
P15 (4); P13 (1)



The Inn is a simple low building with separate chimney.

**16. WINDMILL**

P14 (1); P16 (2)



The main windmill section is a single piece which is folded and glued to make a box. The windmill sails may be glued into place or fastened with a paper fastener if you prefer.

**17. TOLL BOOTH**

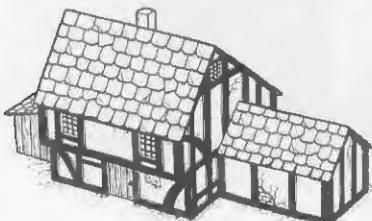
P16 (2)



The roof section forms a pyramid shape which must be folded and glued together separately.

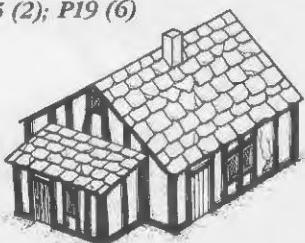
**18. HALF-TIMBERED HOUSE**

P13 (1); P18 (5)



P14 (2)

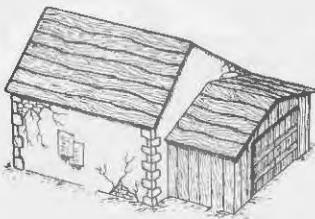
The two main building sections have the positions of the ancillary building marked - do not cut these out. Similarly the roof has the position of the chimney marked - do not cut this out. Assembly is straight forward apart from the overhung front section which must be scored and folded before it is glued into place. Although this building has been drawn without tabs to the underneath of the walls, there is sufficient card to leave tabs if you wish.

**19. HALF-TIMBERED COTTAGE**  
P15 (2); P19 (6)

This building is assembled in the normal manner - as with building 18 a blank space is left to show the position of the ancillary building. Do not cut this out. The outhouse section is attached to the main wall via tabs. Should you wish to do so, additional tabs may be left under the building when cutting the pieces from the sheet.

**20. STONE BARN**

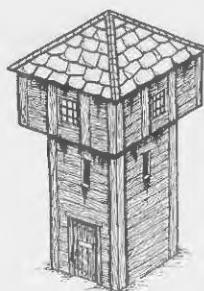
P21 (5)



The stone barn has a wooden shed front - assemble each separately and glue together. The wooden front attaches to the stone building by means of the tabs provided. Additional tabs may be left at the bottom of the walls for attaching to a base should you wish.

**21. WATCHTOWER**

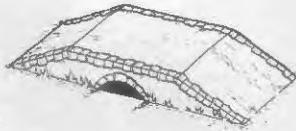
P23 (5)



Assemble the lower and upper watchtower storeys and allow each to dry. Glue the two sections together. Note that the upper storey has its own base as well as a roof.

**22. STONE BRIDGE**

P22 (1)



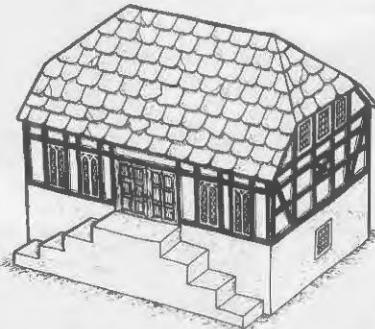
Carefully cut out the bridge section from its sheet. Fold the bridge ends down and trim the tabs to fit before gluing in place.

**23. RUINS**

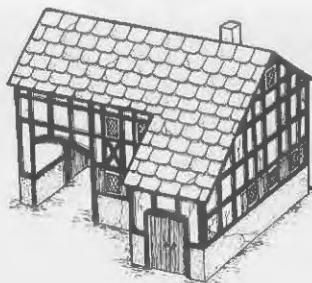
P22 (5)



Cut out and assemble the floor and side walls - note that the floor fits over the tabs so that they are hidden once the building is finished. Cut out the window space. Glue the ruined floor section into place above the window. Glue the ruined roof section against the tabs provided.

**24. TOWN HALL** P29(1); P30(1); P24(1)

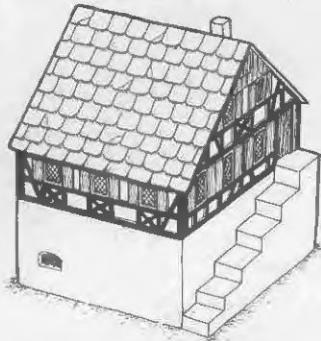
This building is a basic box. The roof section is truncated at both ends and should be assembled before fixing to the main box section. The steps are made separately and are glued into position in the space indicated.

**25. TAVERN** P32 (1); P33 (2); P31 (4)

Study the pieces and drawing before attempting this model. Fold and glue the three body sections to make the basic shape. Glue in the two inner gate wall pieces from sheet 31. Finally attach the roof and chimney. The Tavern can be decorated with any suitable tavern sign and a selection of the posters.

**26. MANOR HOUSE**

P29 (1); P32 (1); P36 (1); P35 (1); P34 (1)



Make up the large box section as normal with roof and chimney. The steps are made up separately and are attached to the main structure once dry.

**27. COTTAGE**

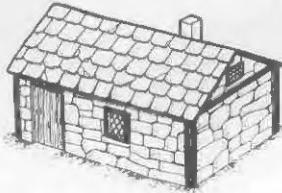
P33 (2); P35 (2)



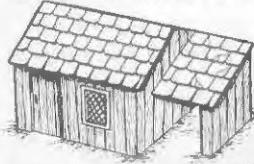
This is assembled as normal, except that the wooded section forms an integral part of the structure and should be folded into the appropriate shape.

**28. CUSTOMS HOUSE**

P25 (2); P36 (1); P34 (1)



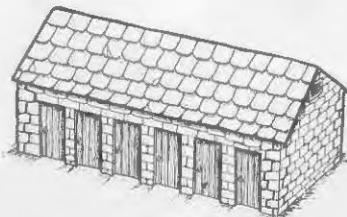
This is a basic construction building with separate chimney.

**29. HOVEL** P30 (1); P35 (1); P24 (2)

The main hovel is assembled from a single piece and the outbuilding attached once the hovel is dry.

**30. STABLE**

P25 (2); P32 (1)



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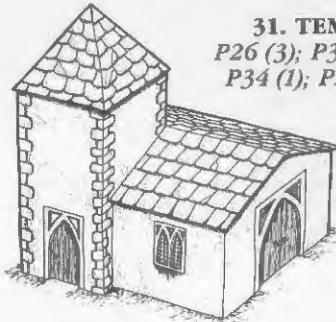
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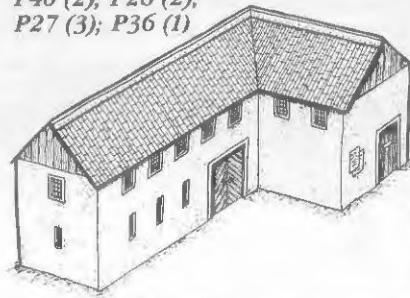
ISBN: 1 869893 54 9    CODE: 00110-

COVER PAINTING: JOHN BLANCHE

The stable is a simple building constructed in the normal manner. because of its length, it is a good idea to incorporate reinforcing fillets into the roof and to fasten cross-strips of card underneath to keep the walls taut.

**31. TEMPLE**  
P26 (3); P36 (1);  
P34 (1); P24 (1)

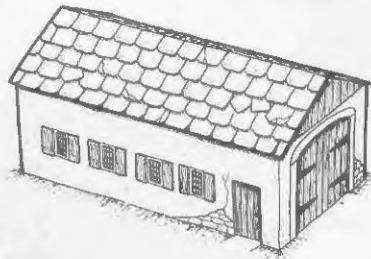
The temple is formed from two box sections, the tower section being folded from a single piece. The tower has a pyramidal roof which is folded and glued together before attaching to the tower. The roof section for the lower tower is in two parts to allow for the offset tower. This roof may be strengthened further by adding your own reinforcement along the ridge.

**32. JAIL**P40 (2); P28 (2);  
P27 (3); P36 (1)

This large building has separate side pieces and extra care must be taken to ensure a god fit when gluing together.

**33. GABLED HOUSE**P37 (6); P28 (1);  
P27 (1)

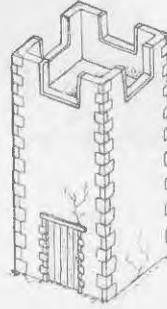
The house main walls are assembled normally except that the front incorporates extra folds to make the overhang for the second storey. Study the accompanying illustration to make sure you see how this works. Once the main section is dry add on the roof, gables, gable roofs and chimney.

**34. WORK SHED** P40 (2); P33 (1)

Follow the general assembly instruction to make this building.

**35. TOWER**

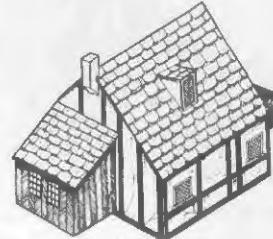
P38 (2)



The tower is formed from a single section. The floor is easiest to position before the tower is dry, some trimming may be required to get a good fit.

**36. HOUSE**

P38 (4); P39 (6)



Assemble the box shape as normal and add the roof once dry. The chimney, gables and gables roof can then be glued in position as required. The two additional outhouses may then be glued into position.

**37. LATRINE**

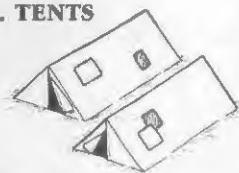
P14 (2)



The latrine is a single piece box section and roof.

**38 & 39. TENTS**

P16 (1)



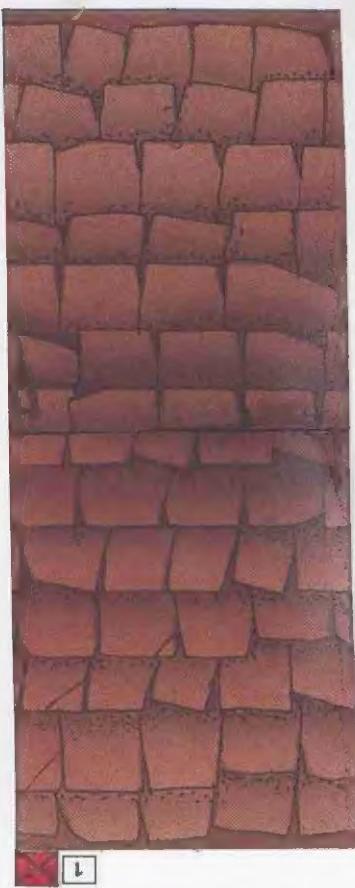
Fold and glue each tent together.

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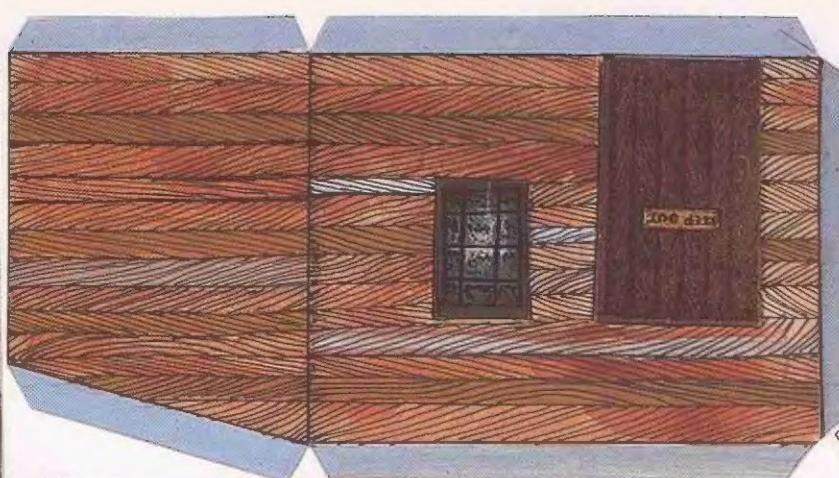
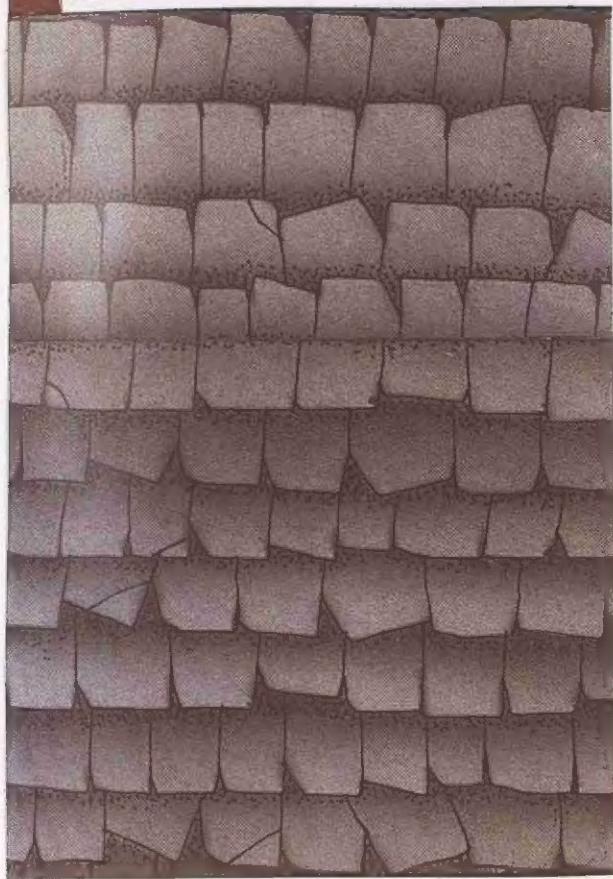
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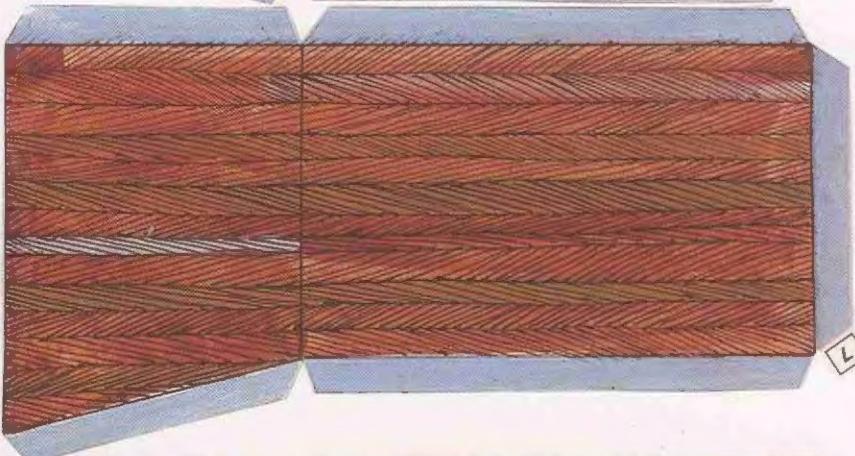
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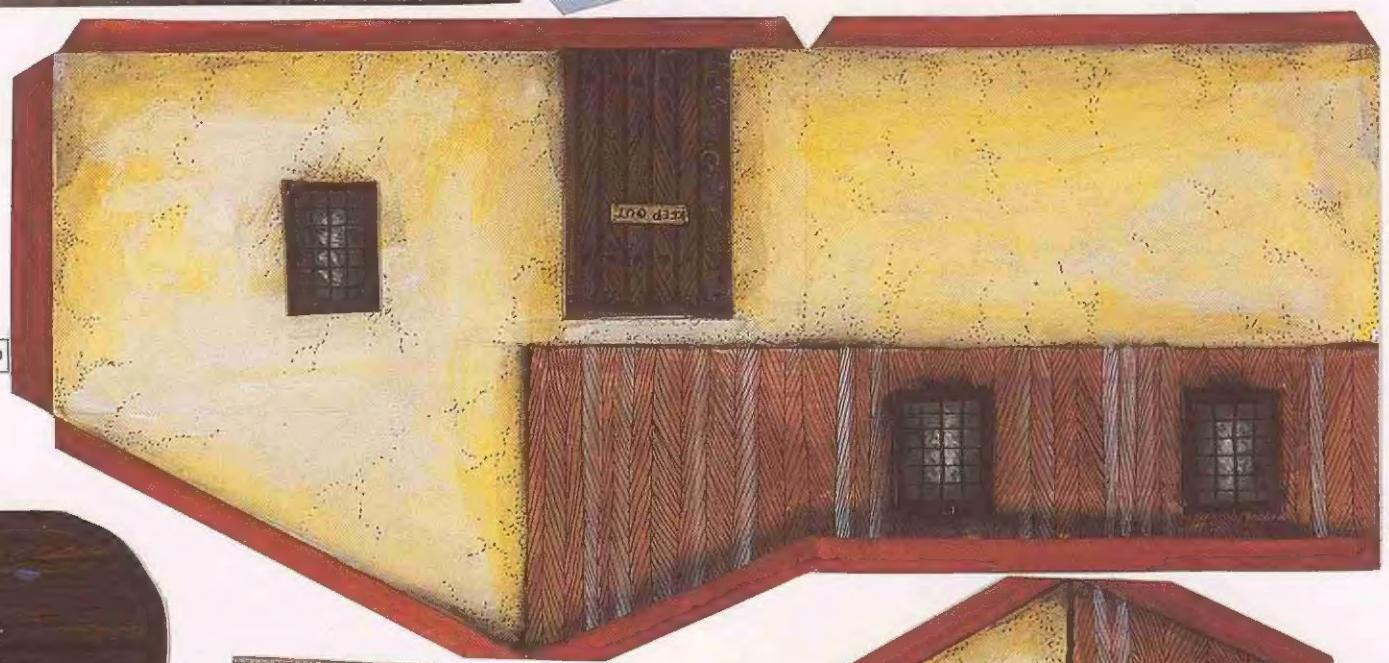


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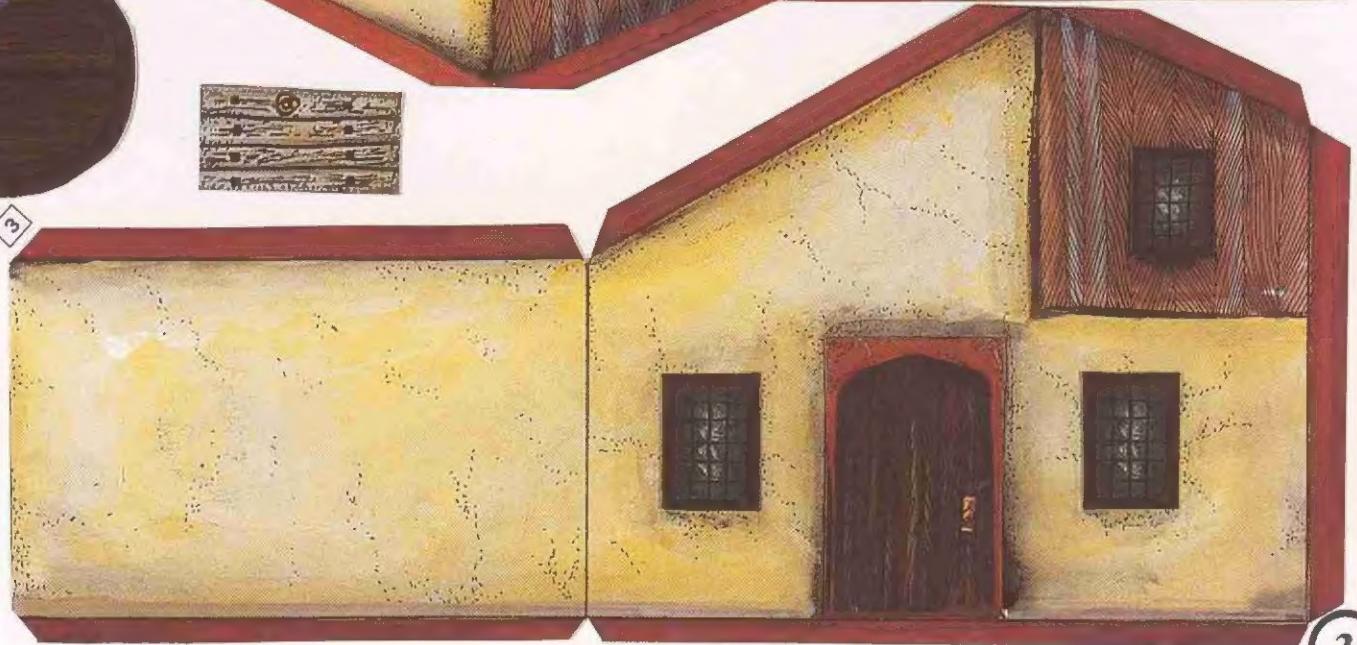


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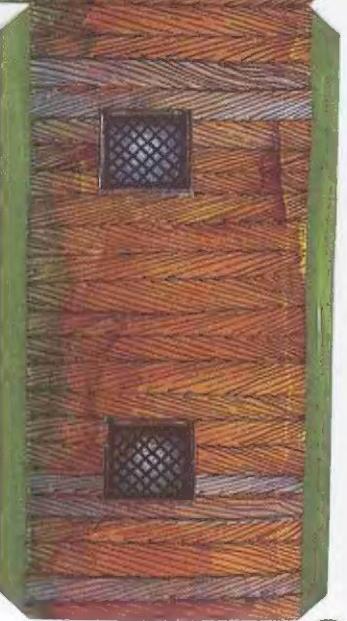
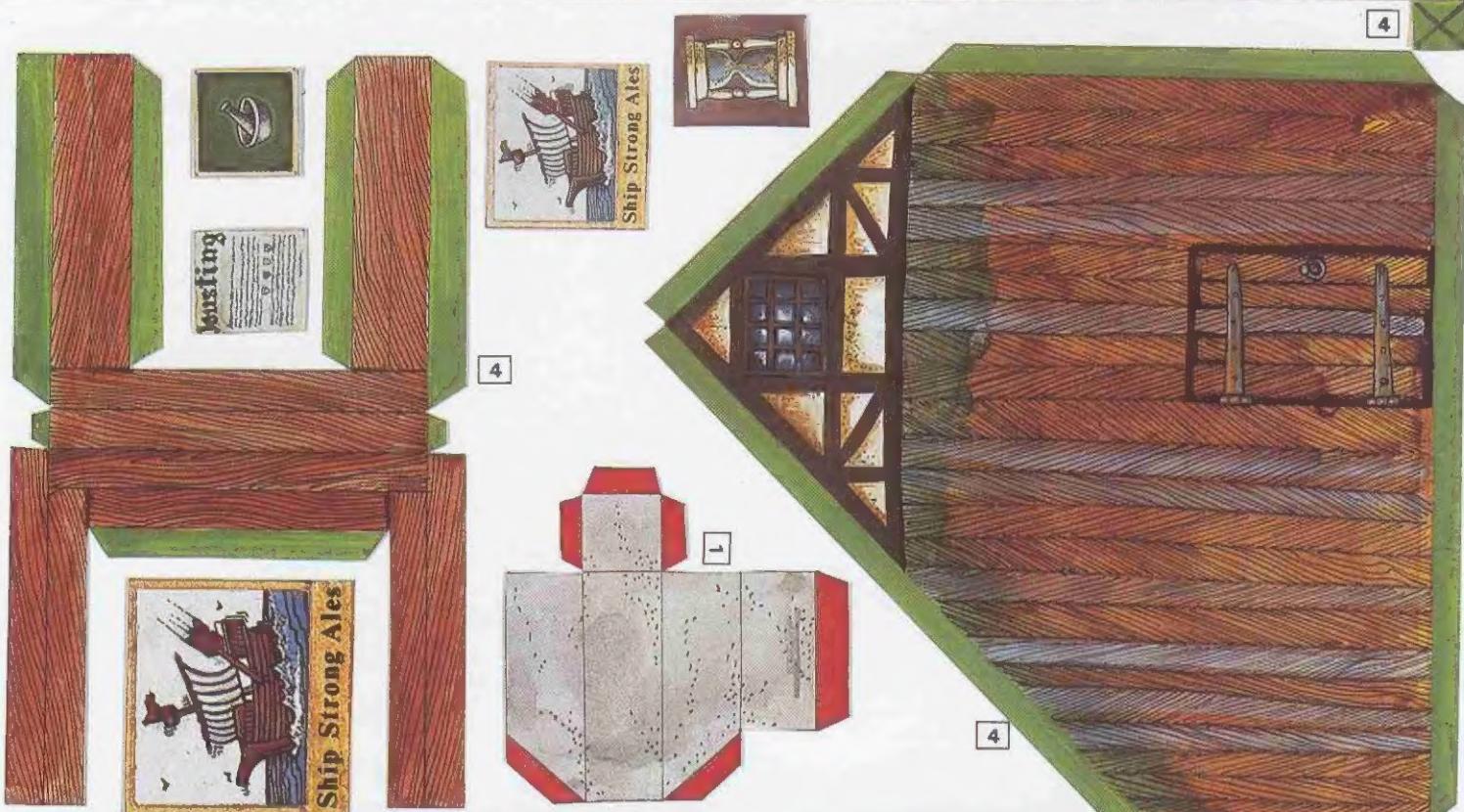
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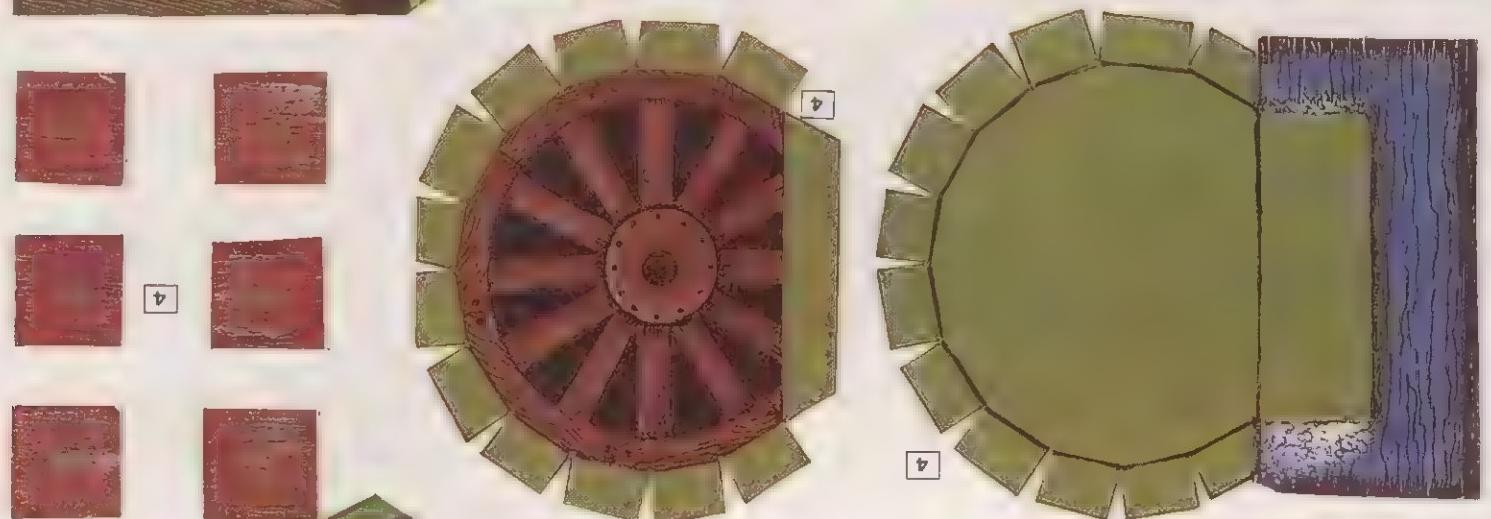
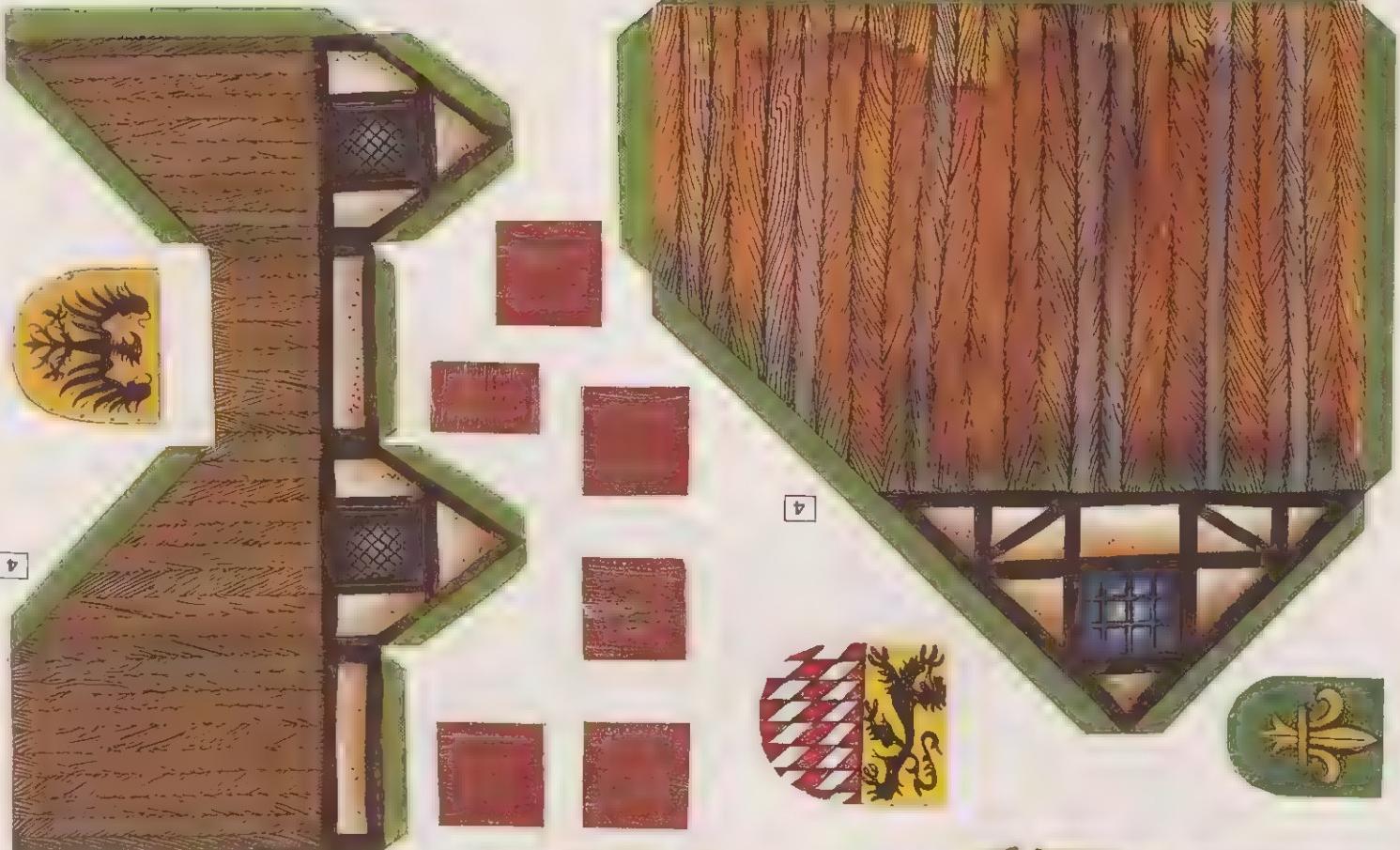
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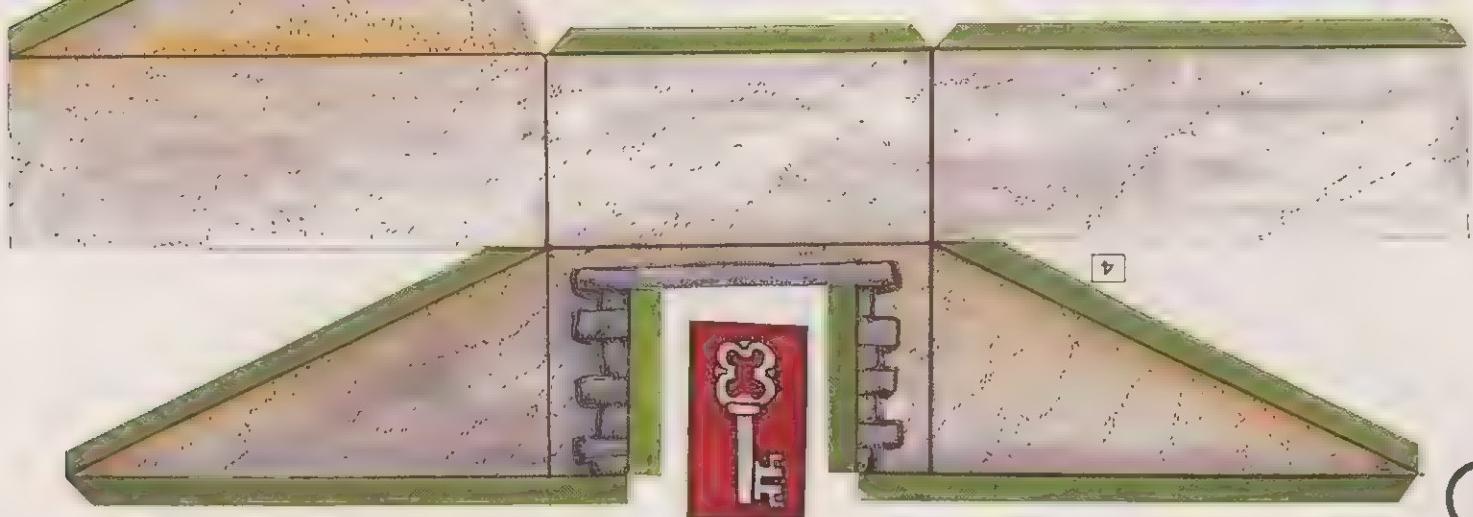




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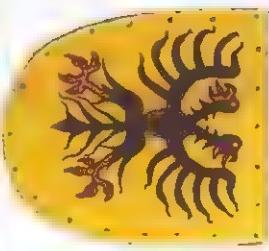
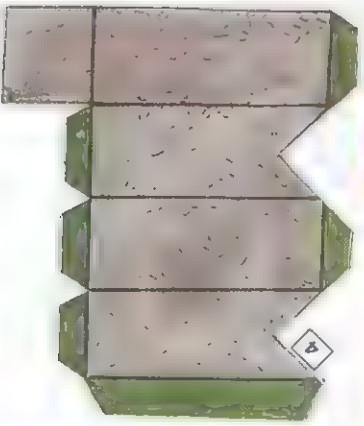
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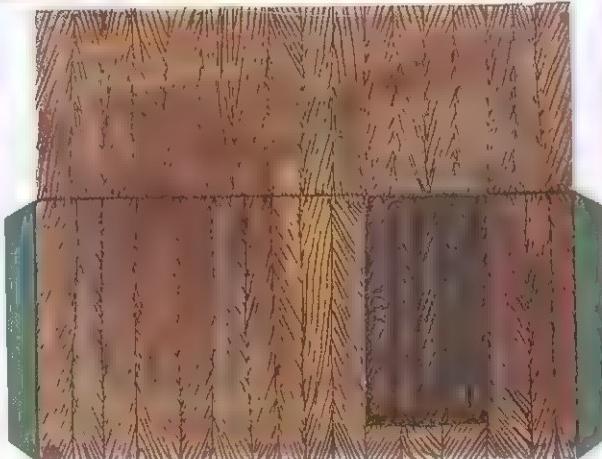
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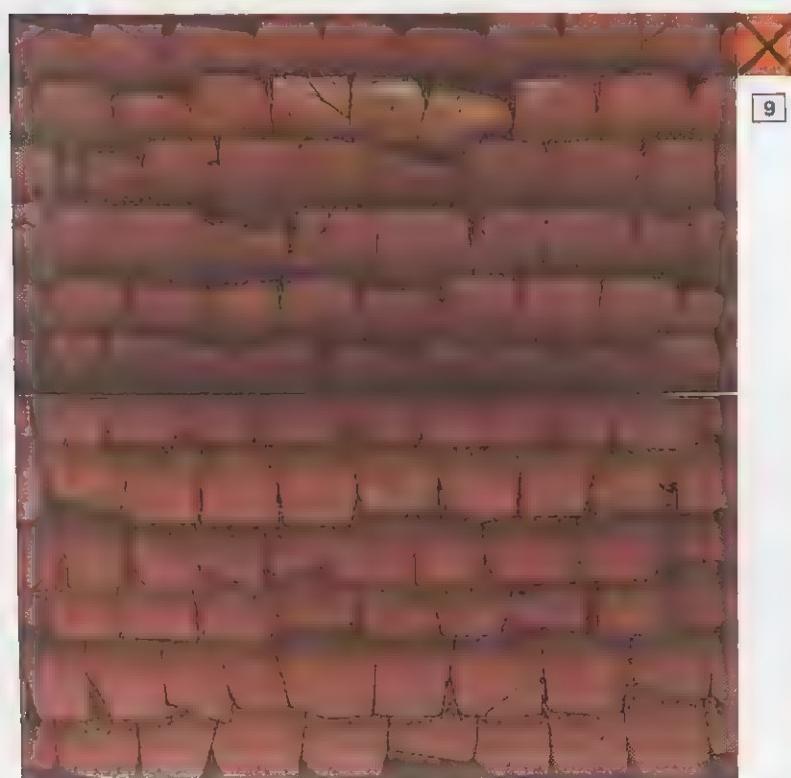
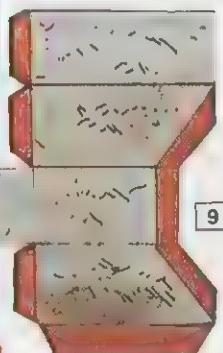


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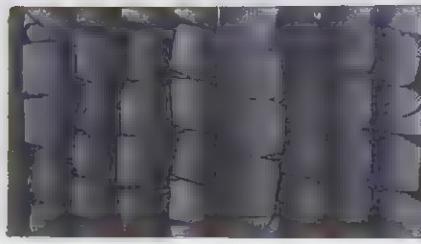
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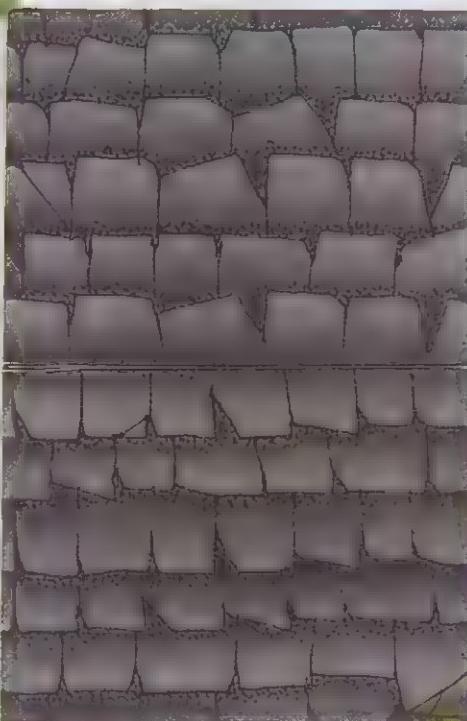


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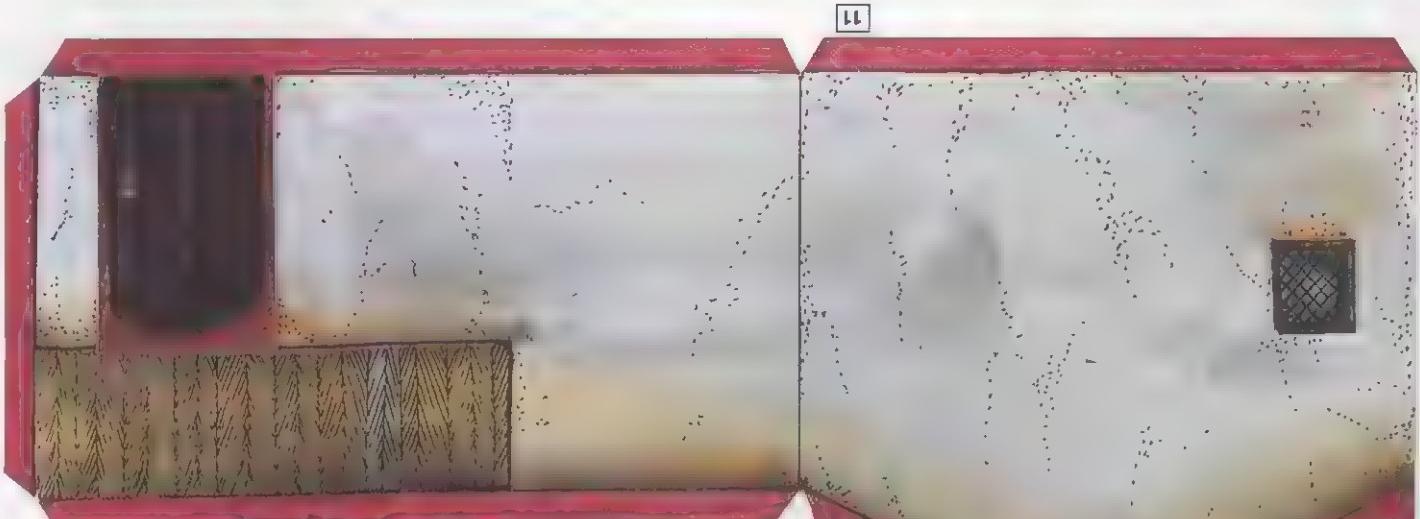
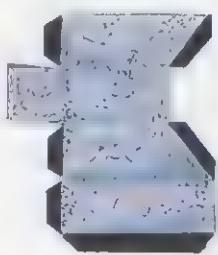
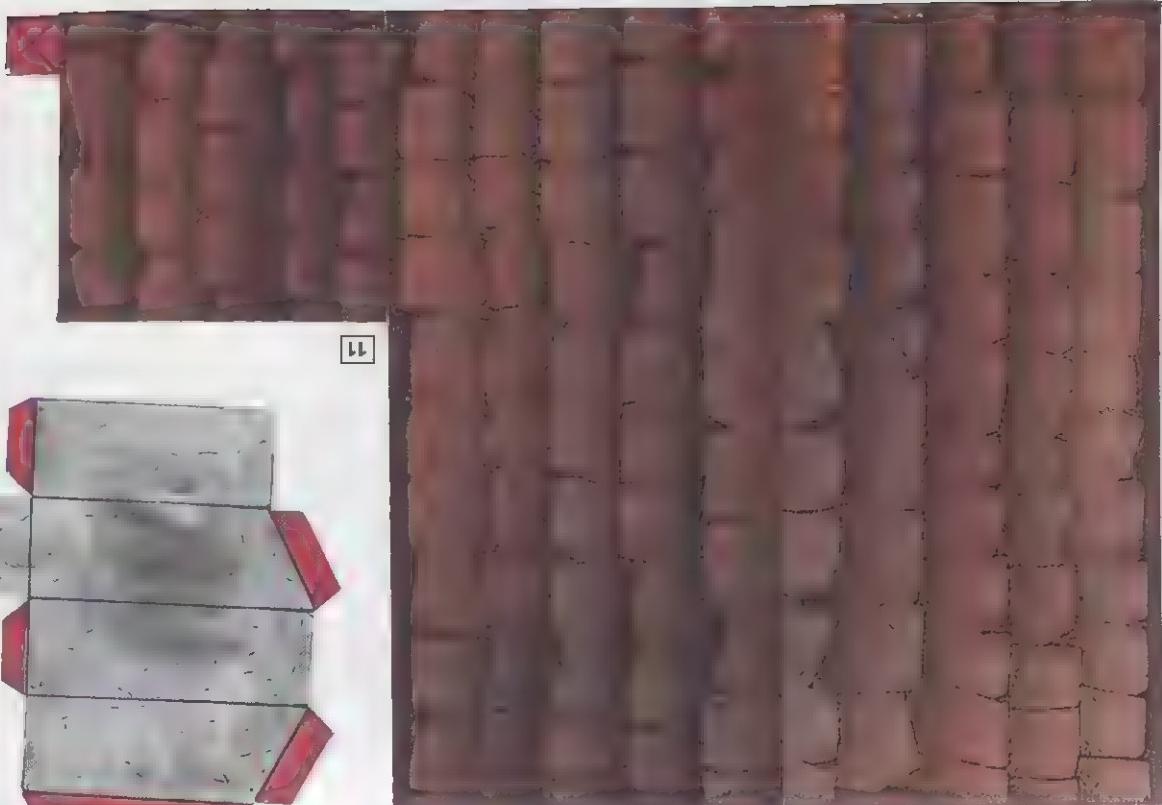
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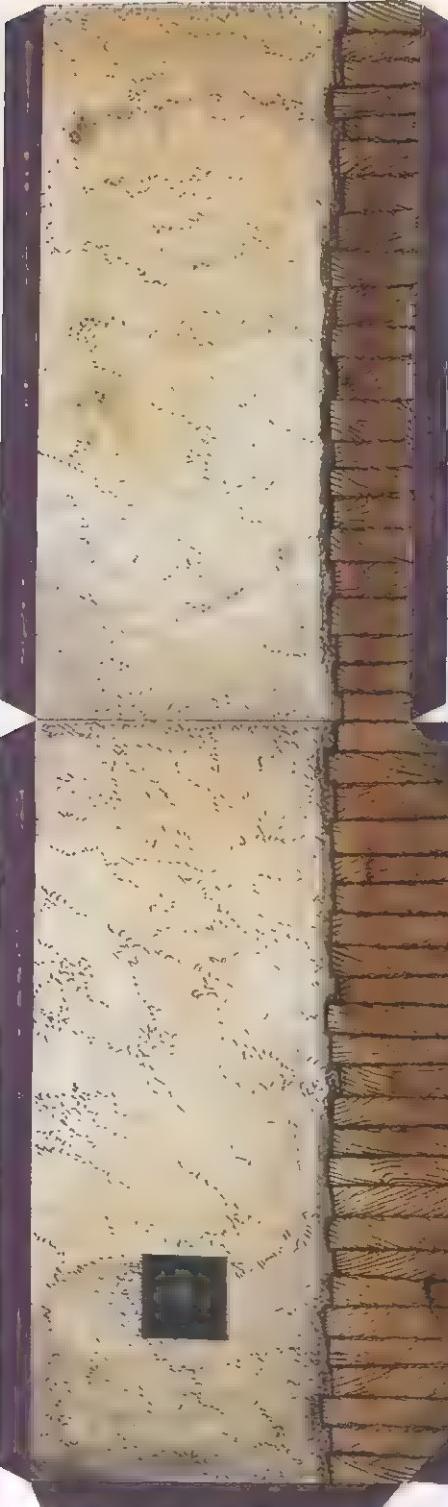
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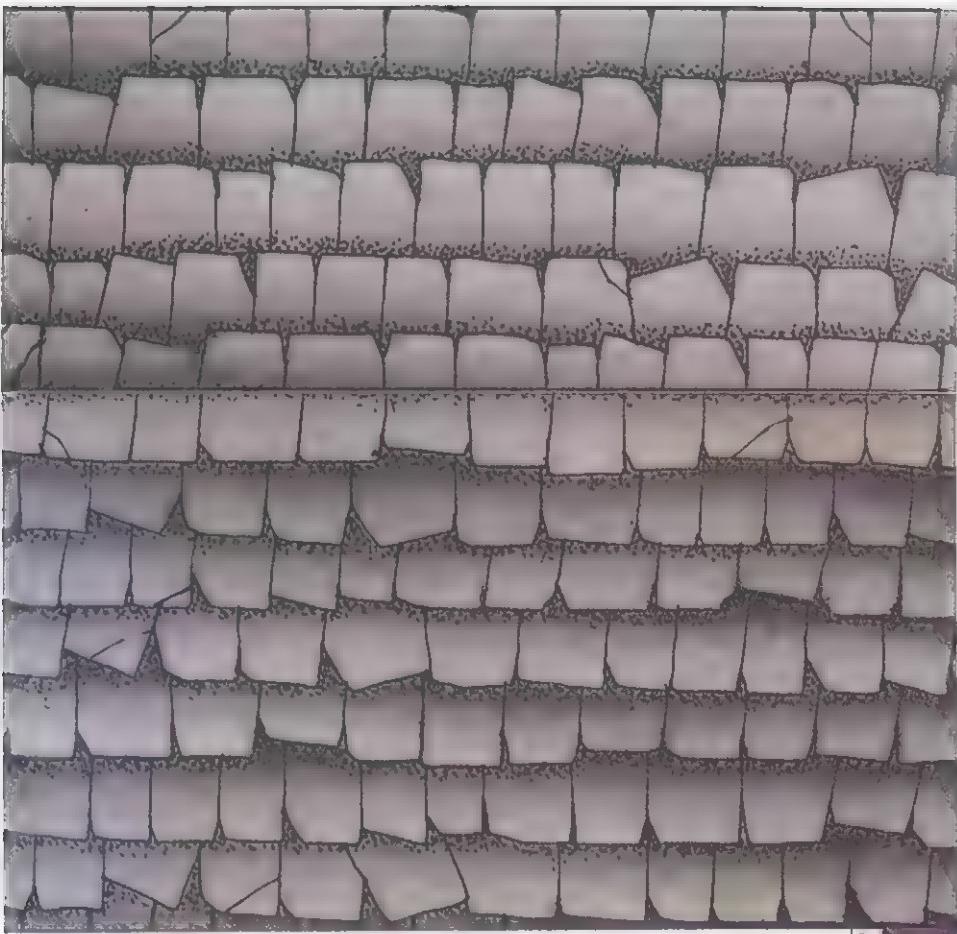
*Curious*

12

Bogel's farm



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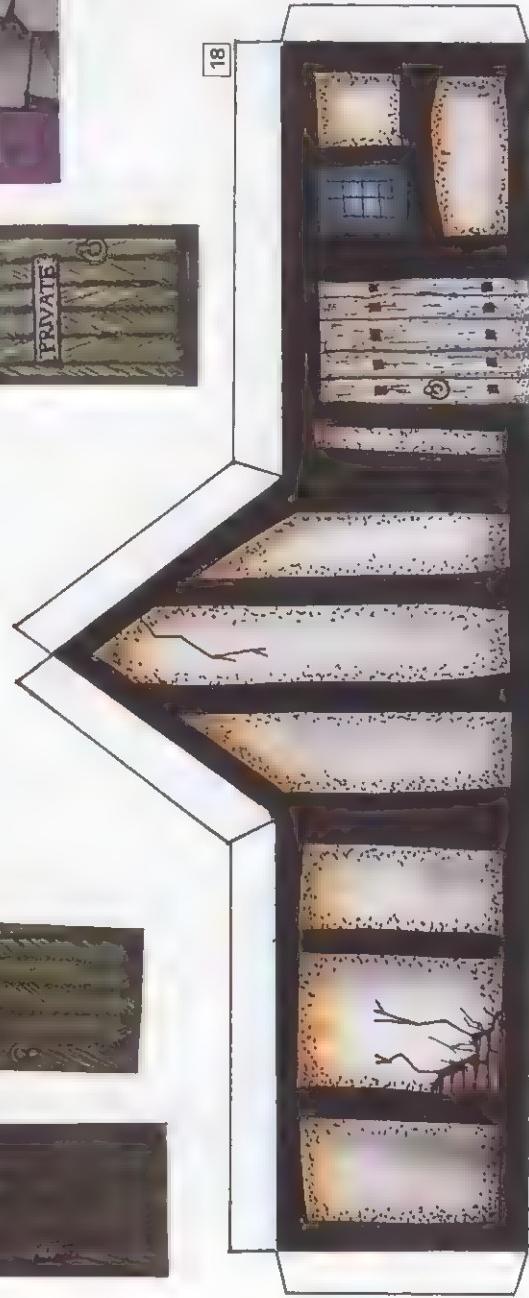


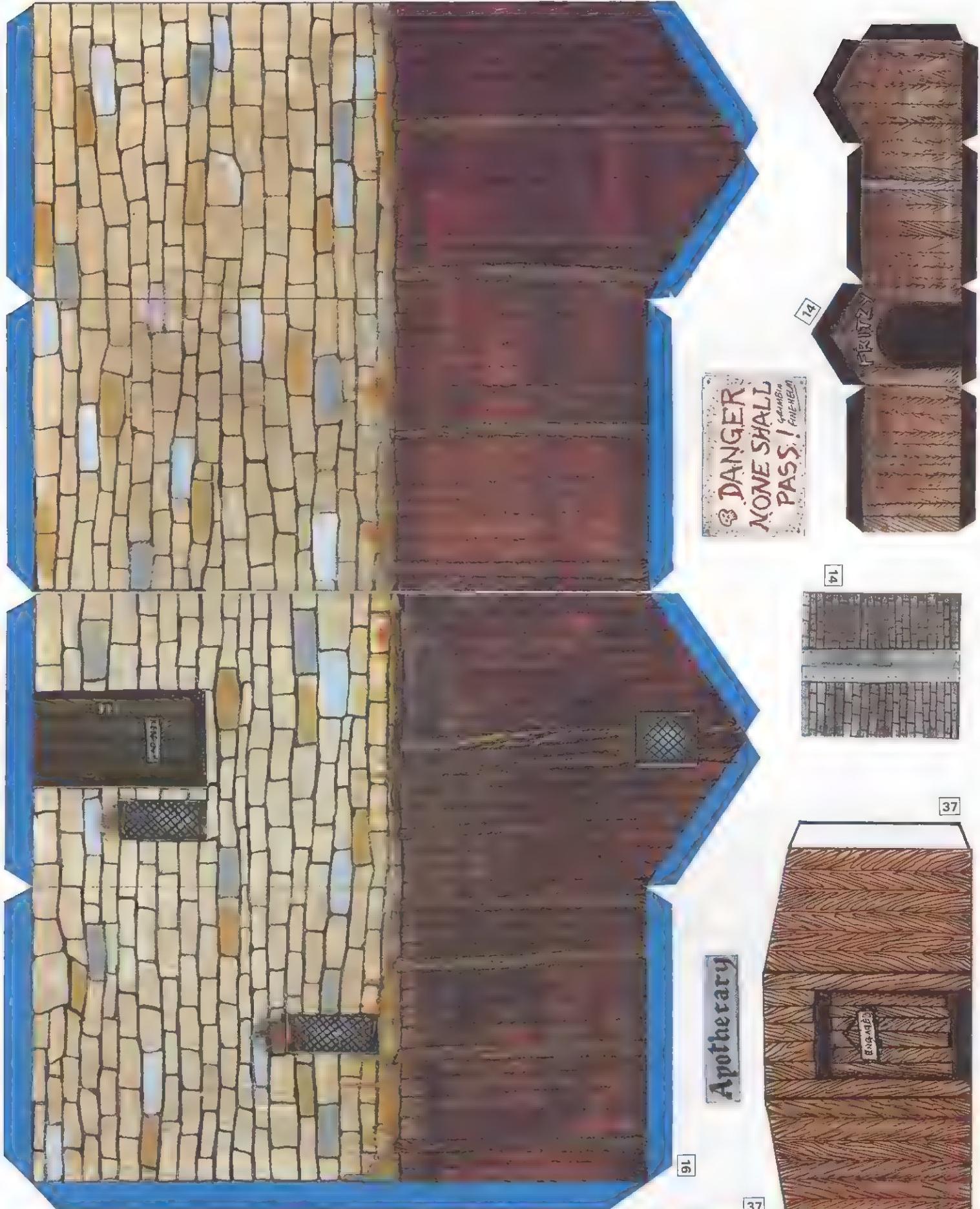
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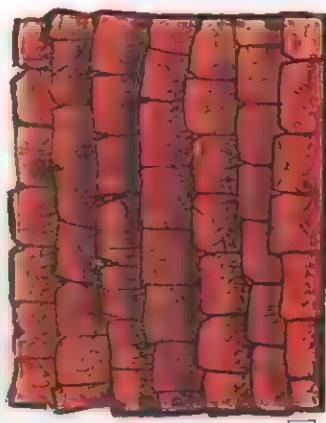
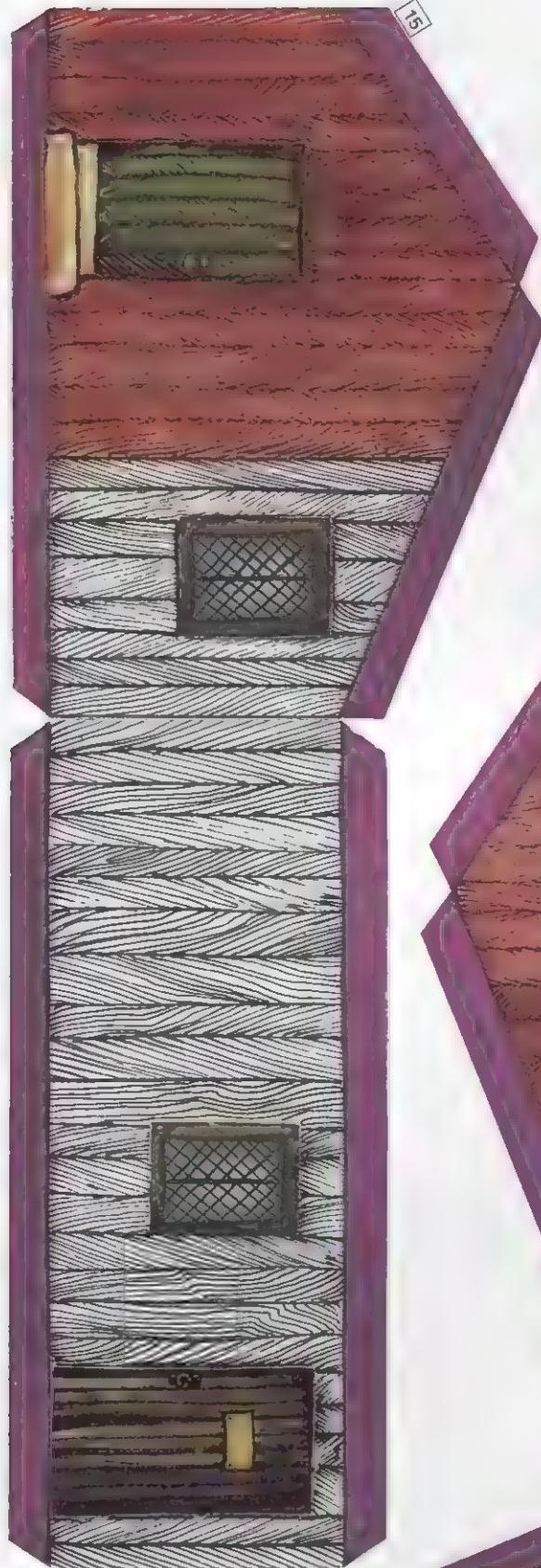


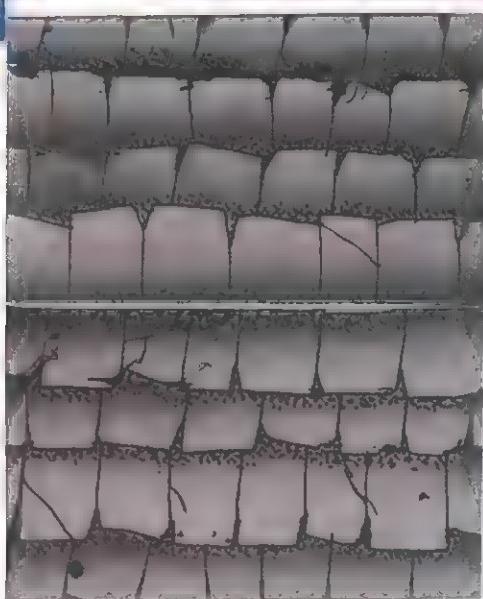
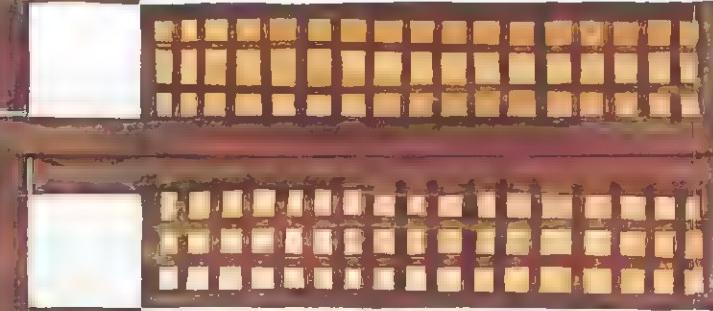
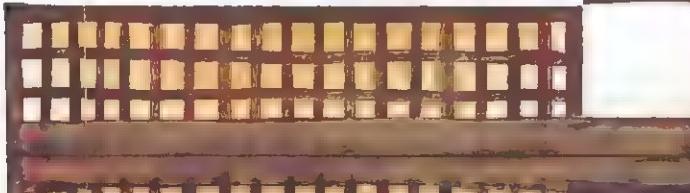
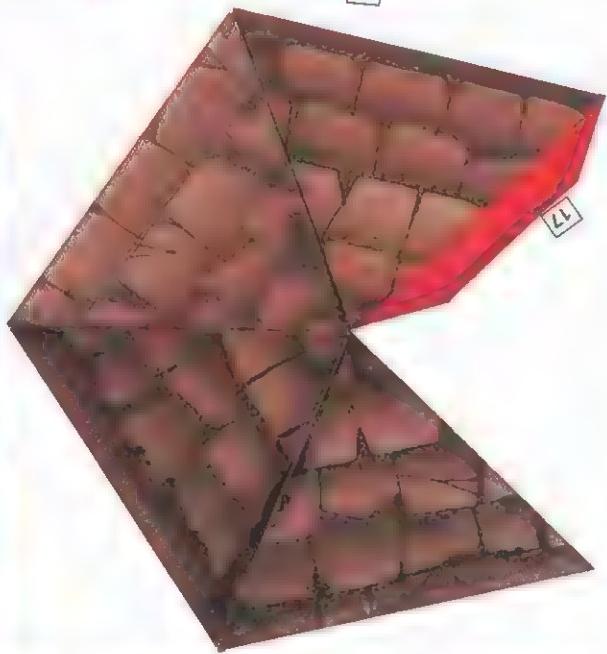
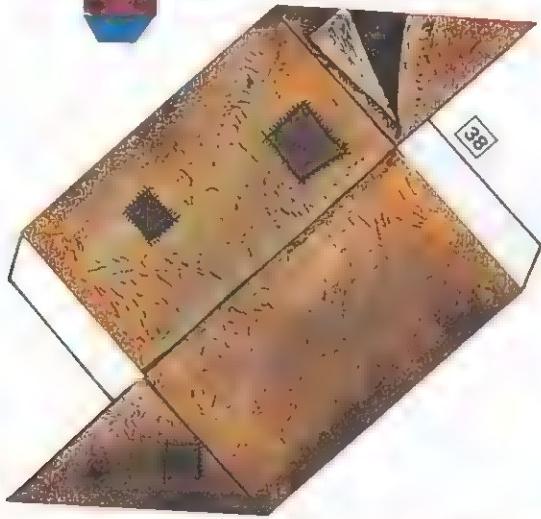


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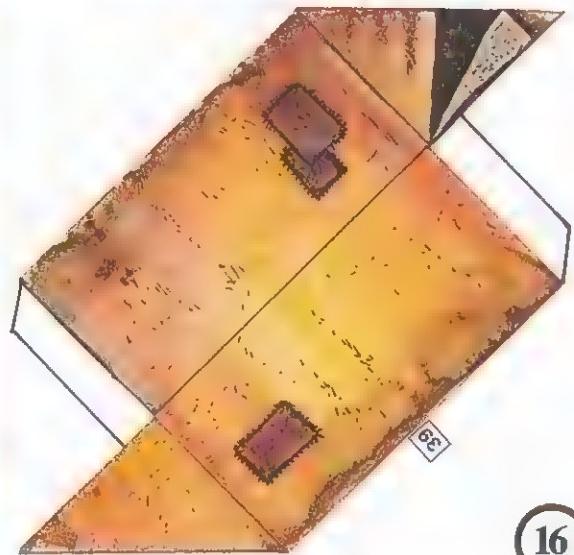


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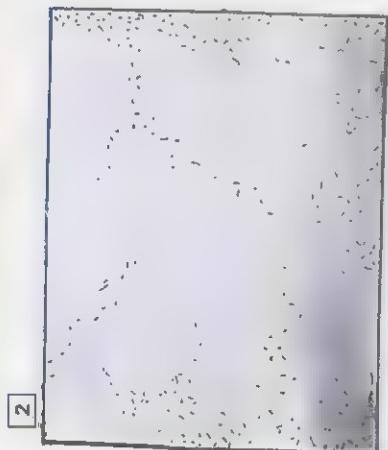
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**Scrivener**

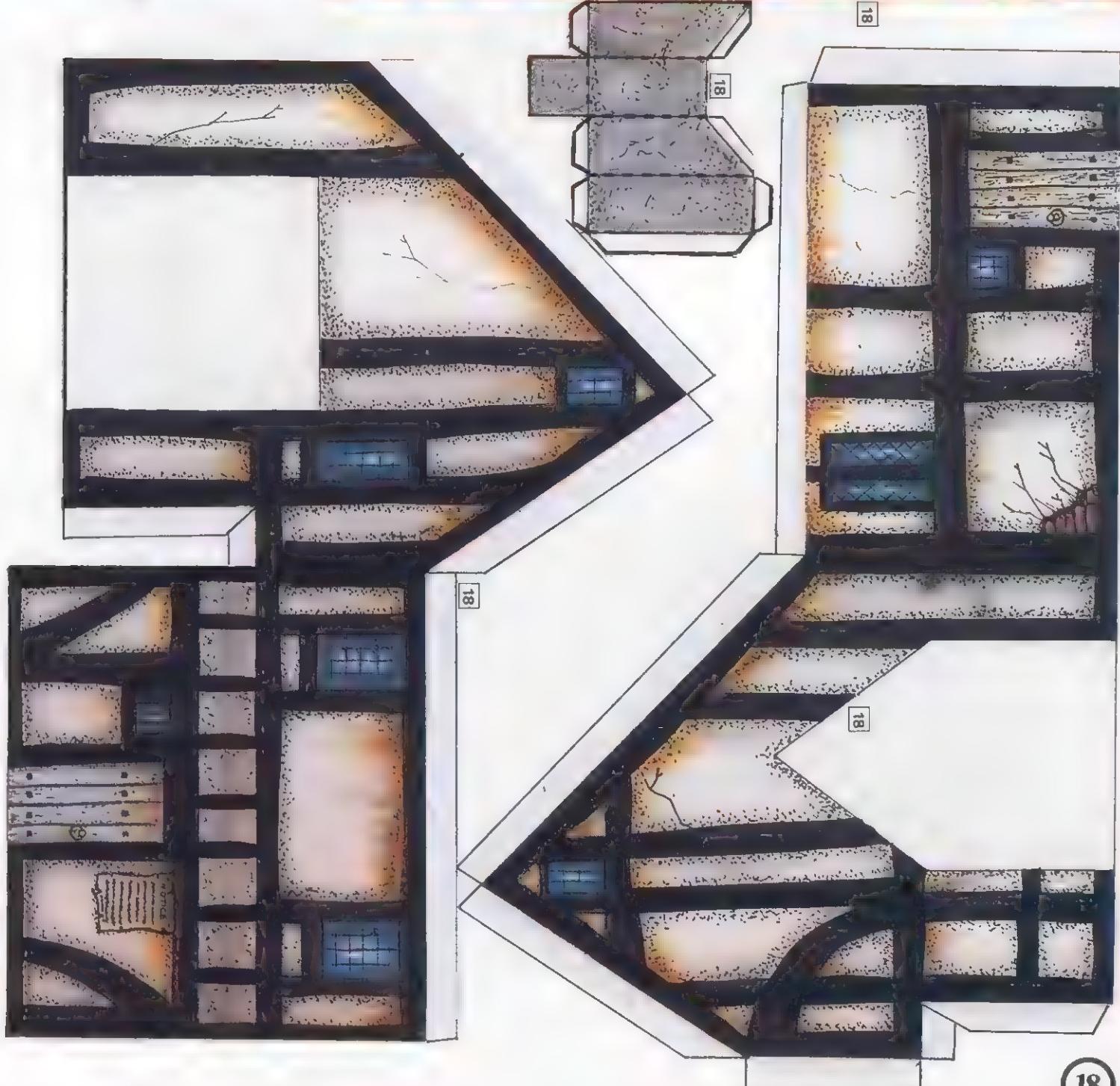




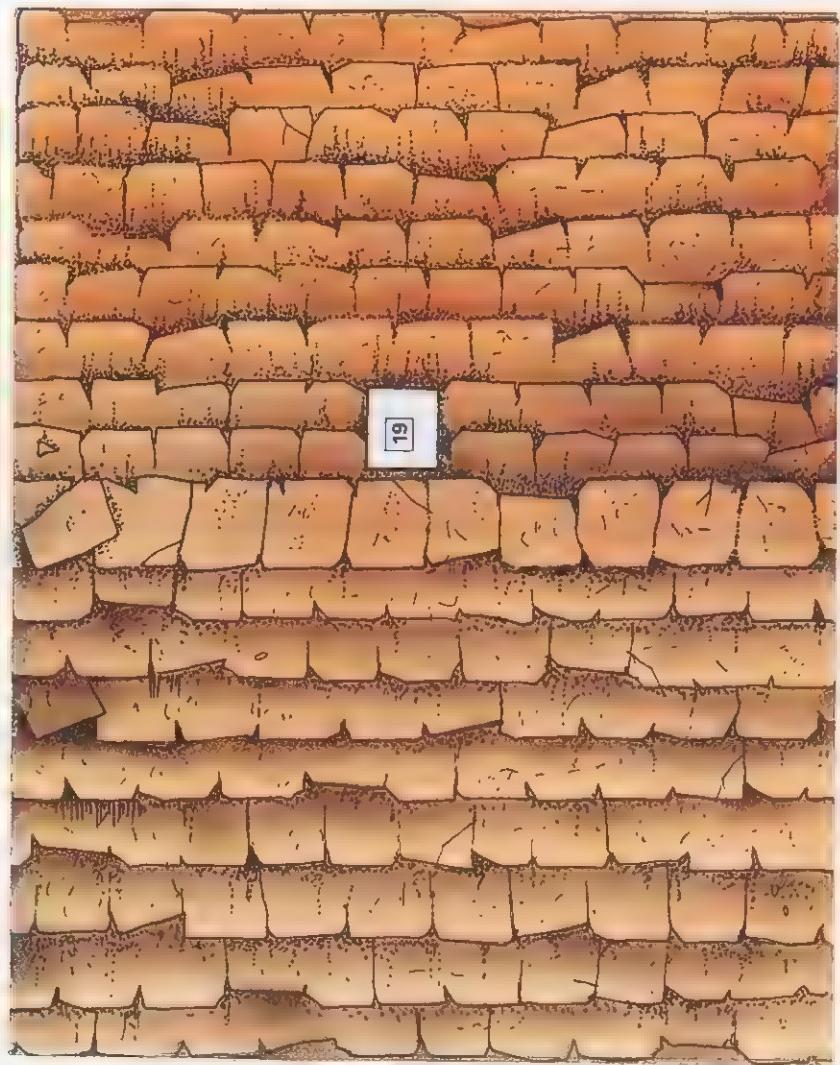
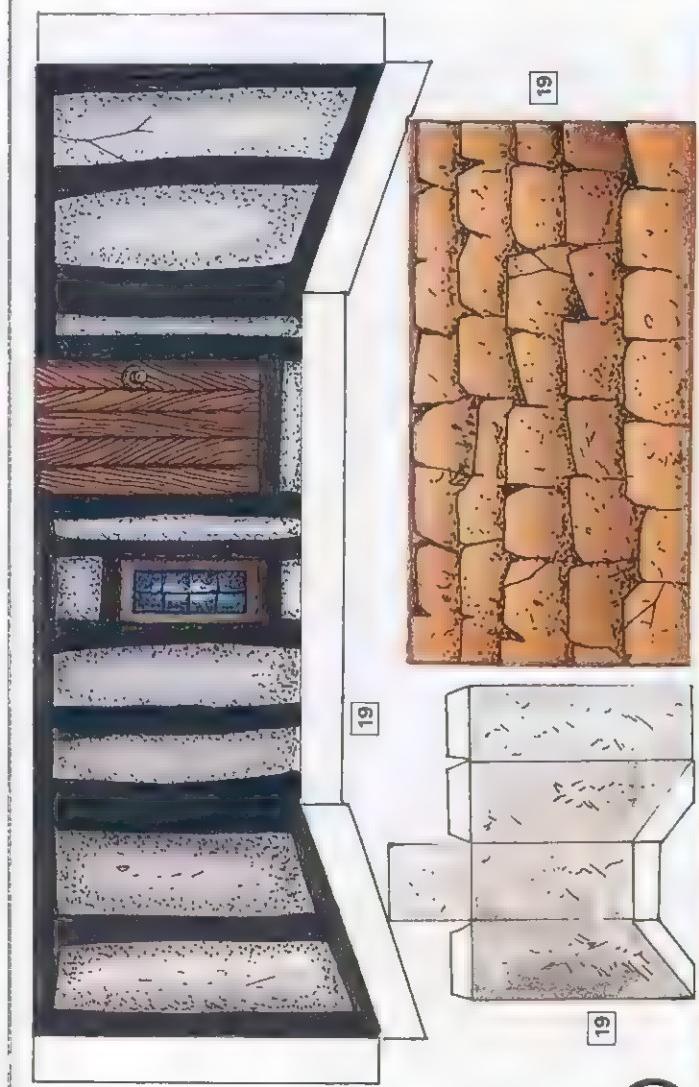
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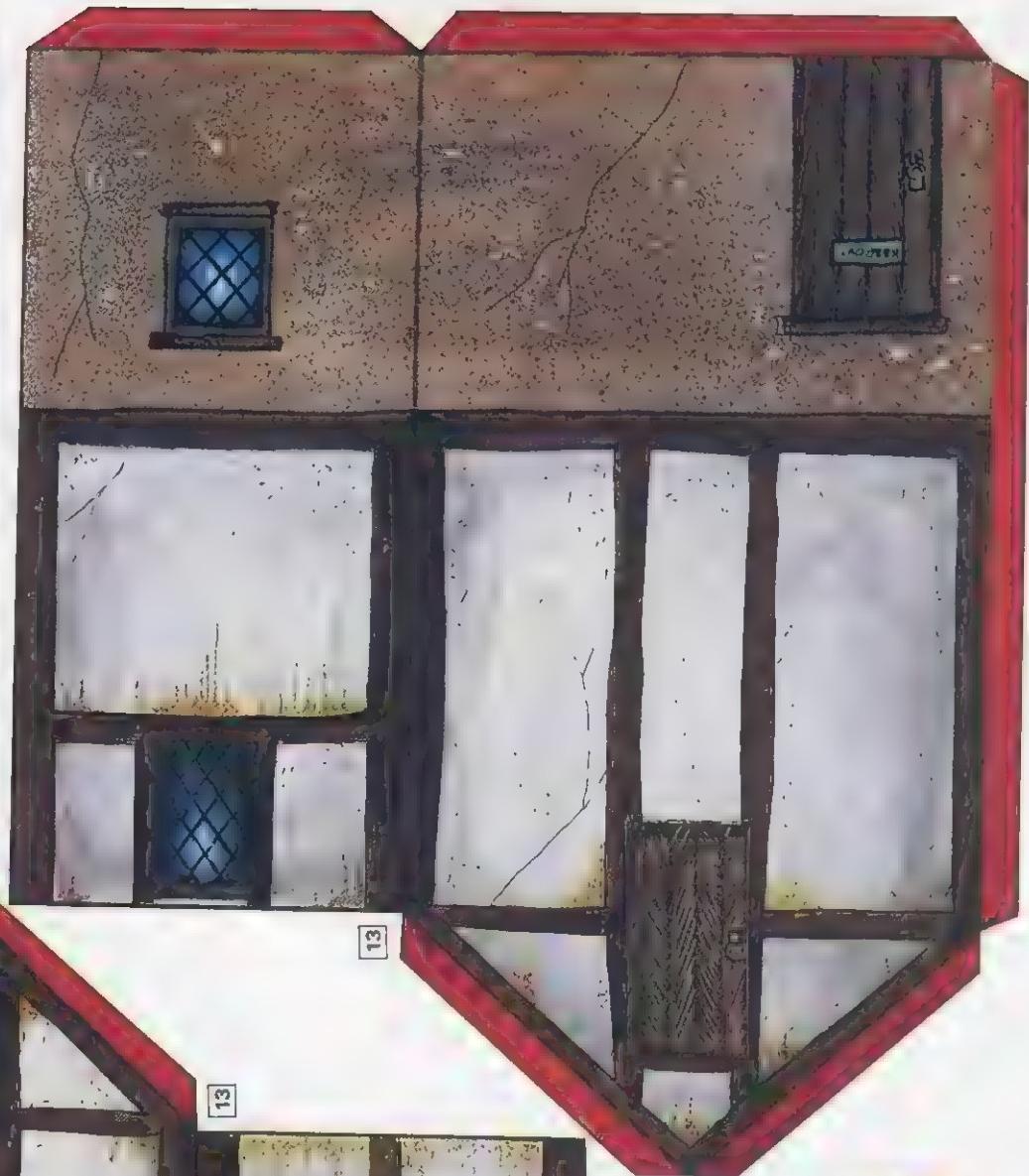


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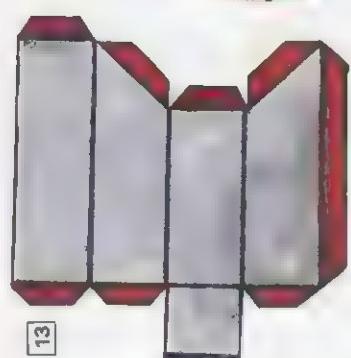
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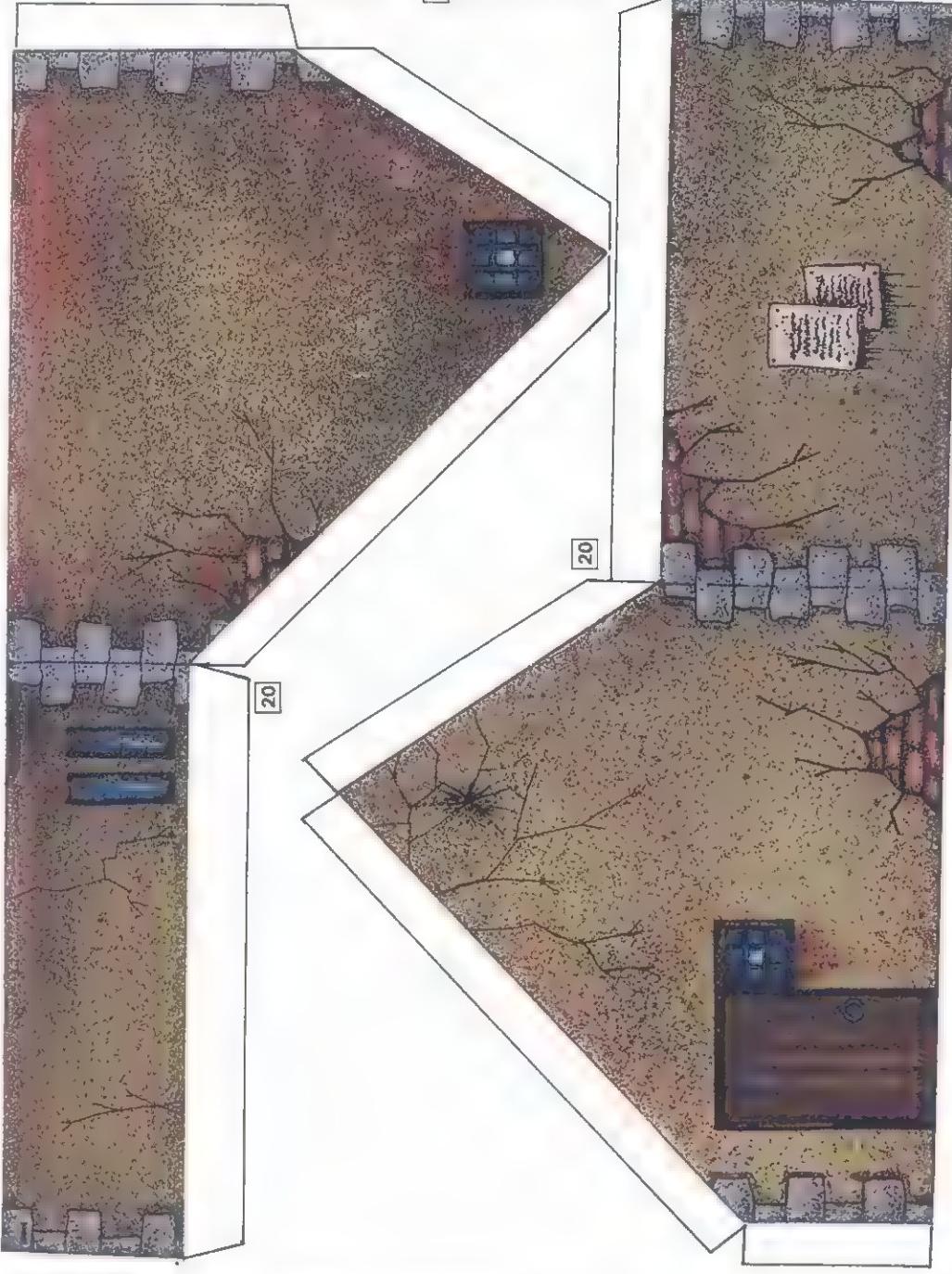


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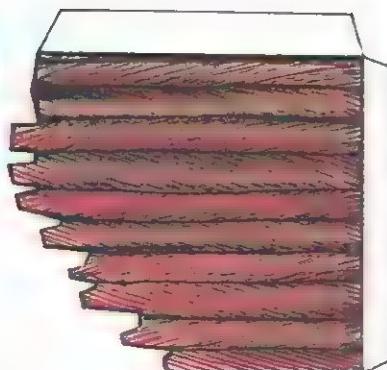
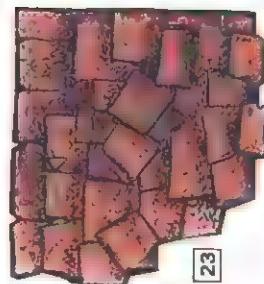


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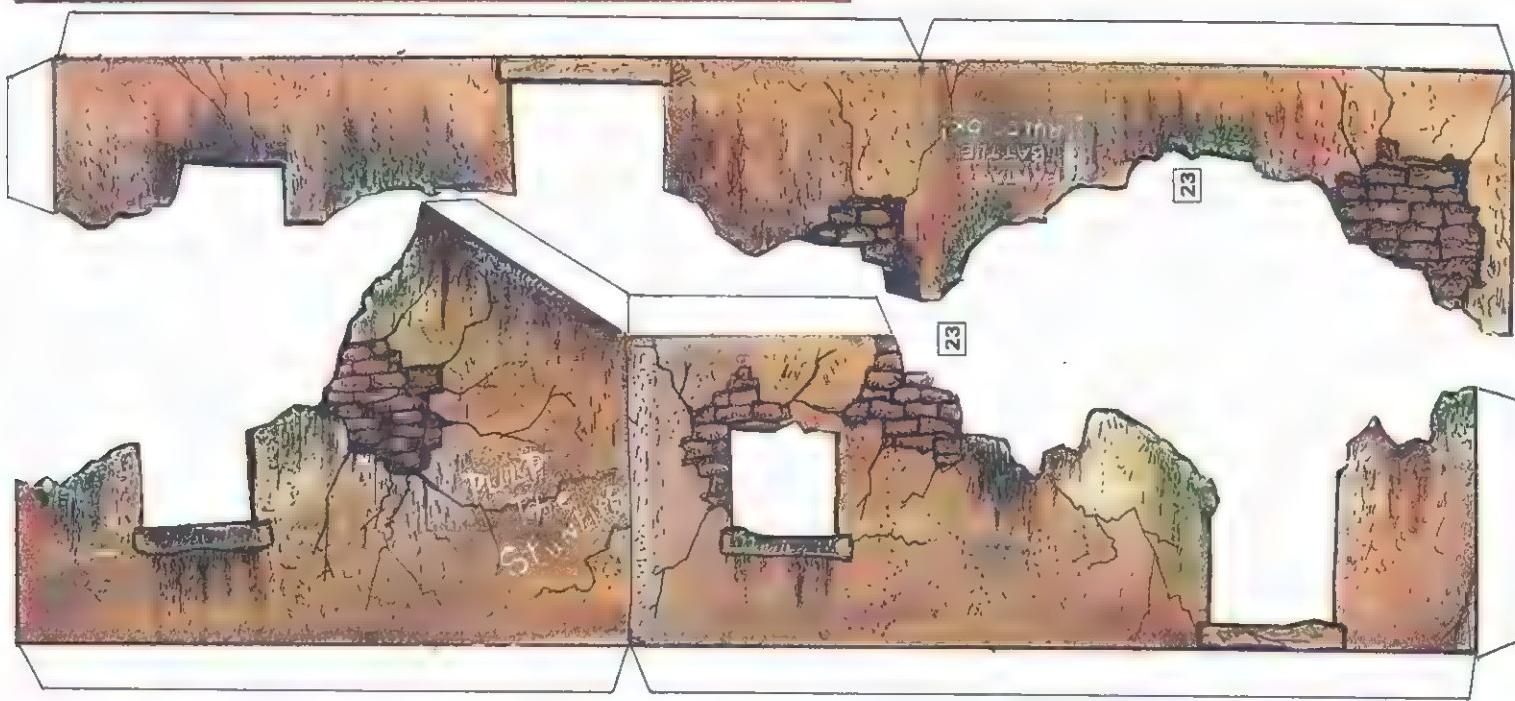
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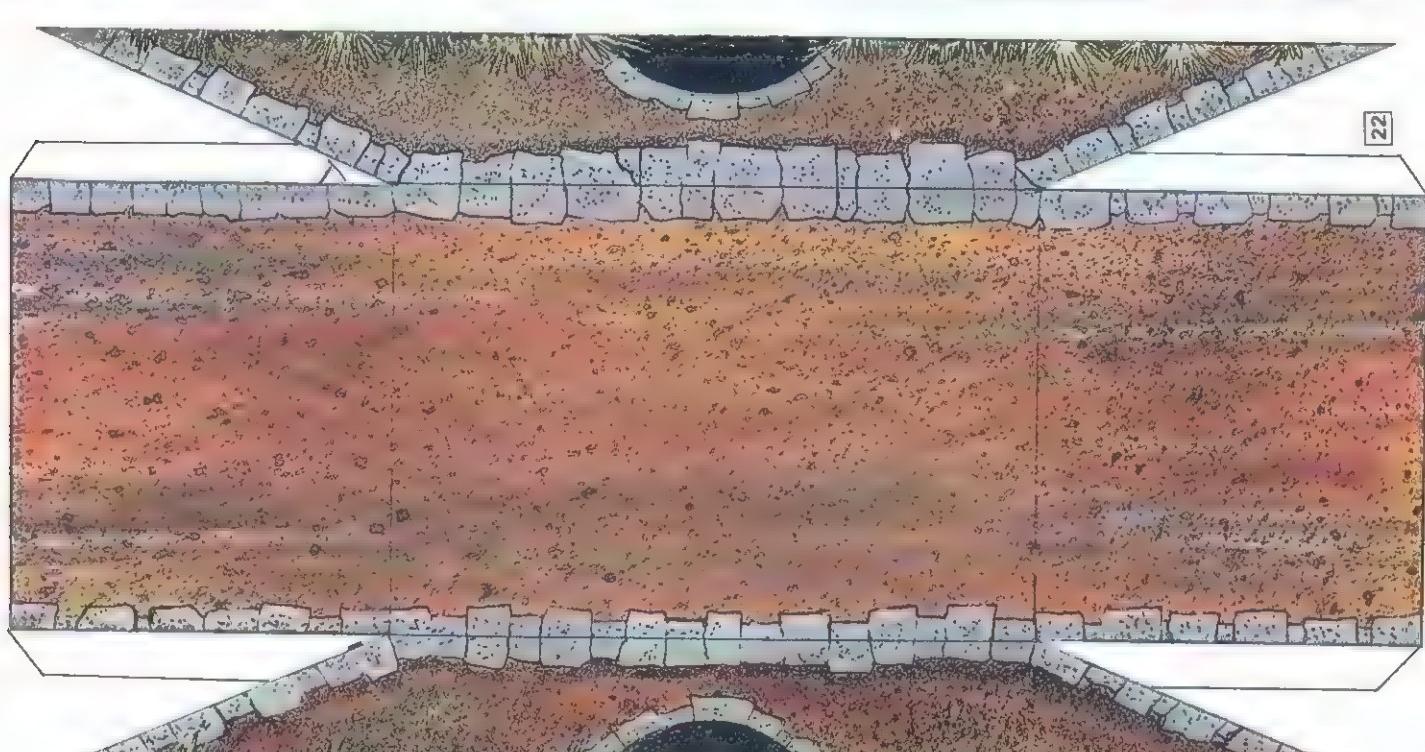
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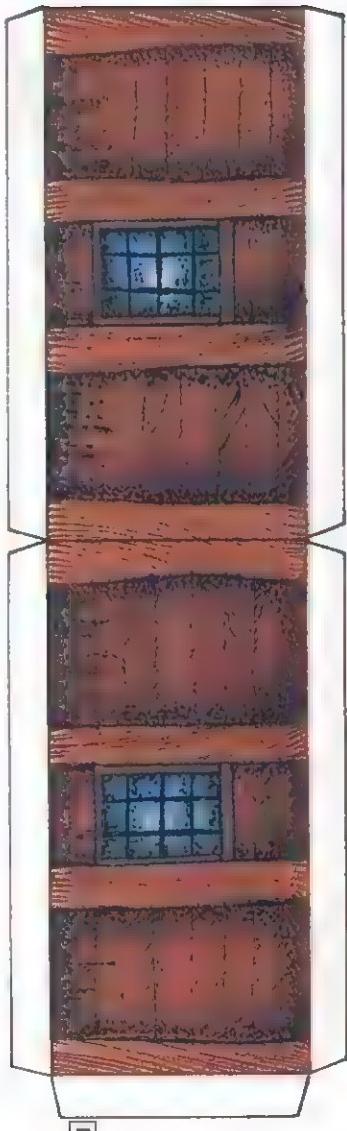
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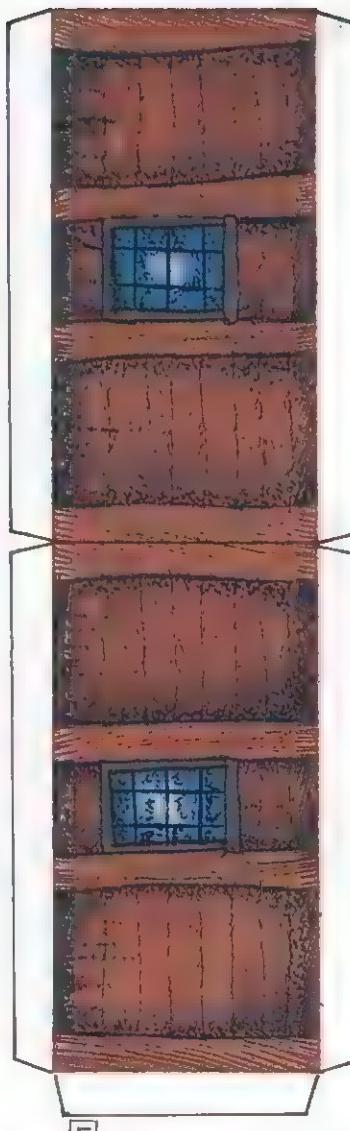
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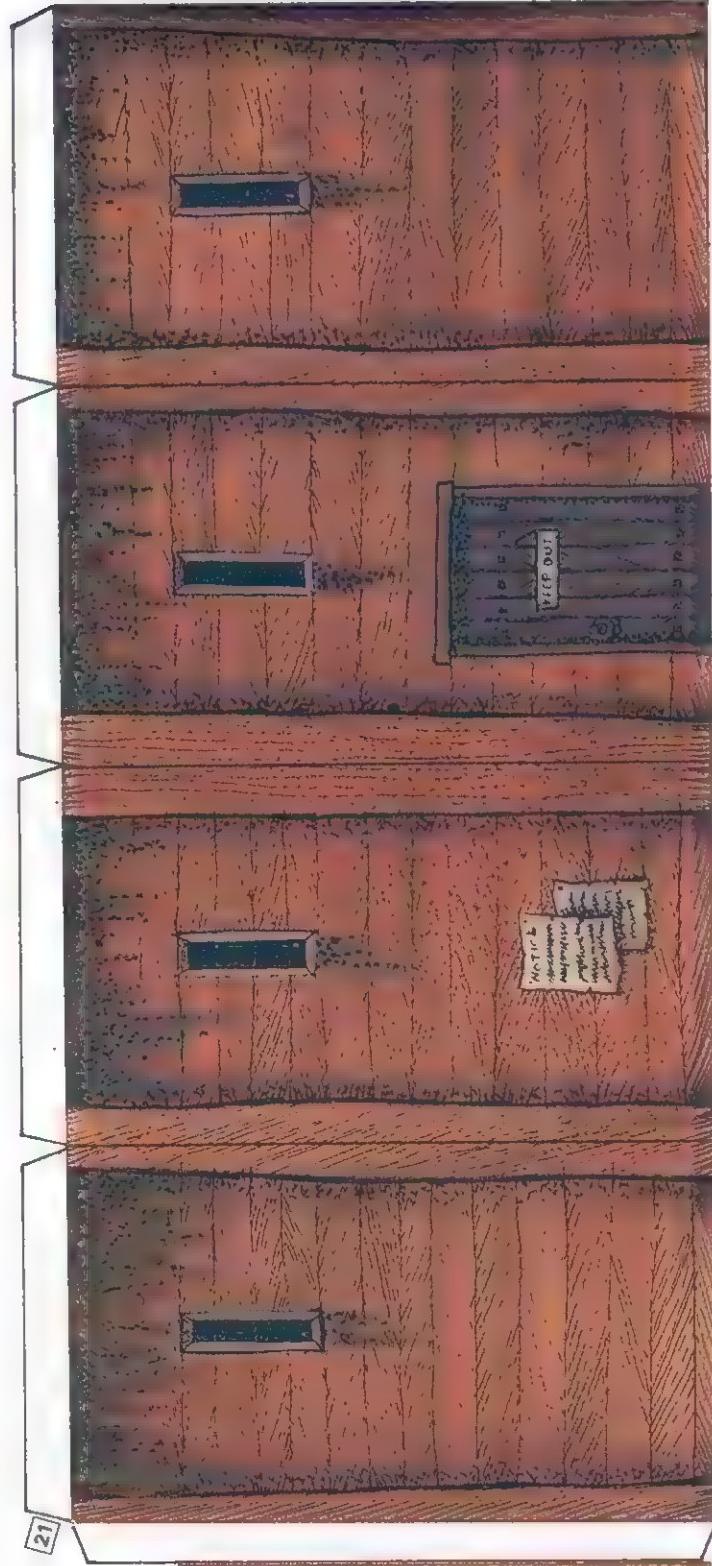
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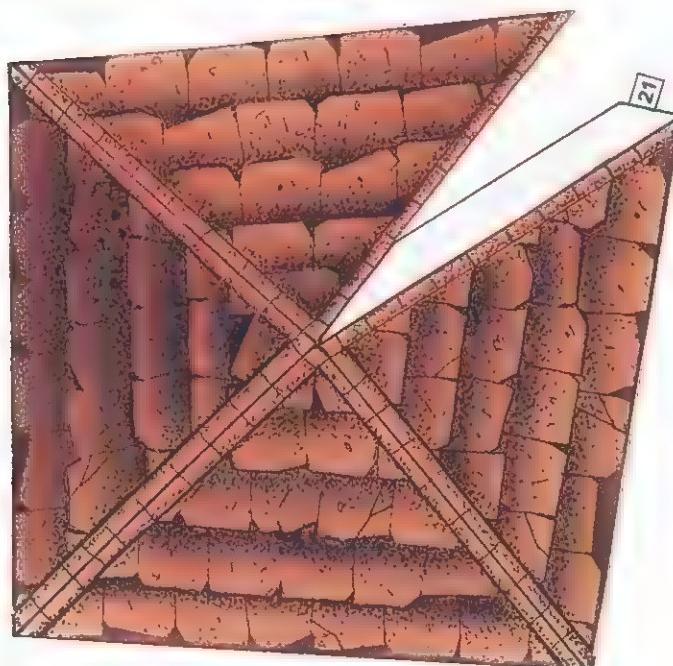
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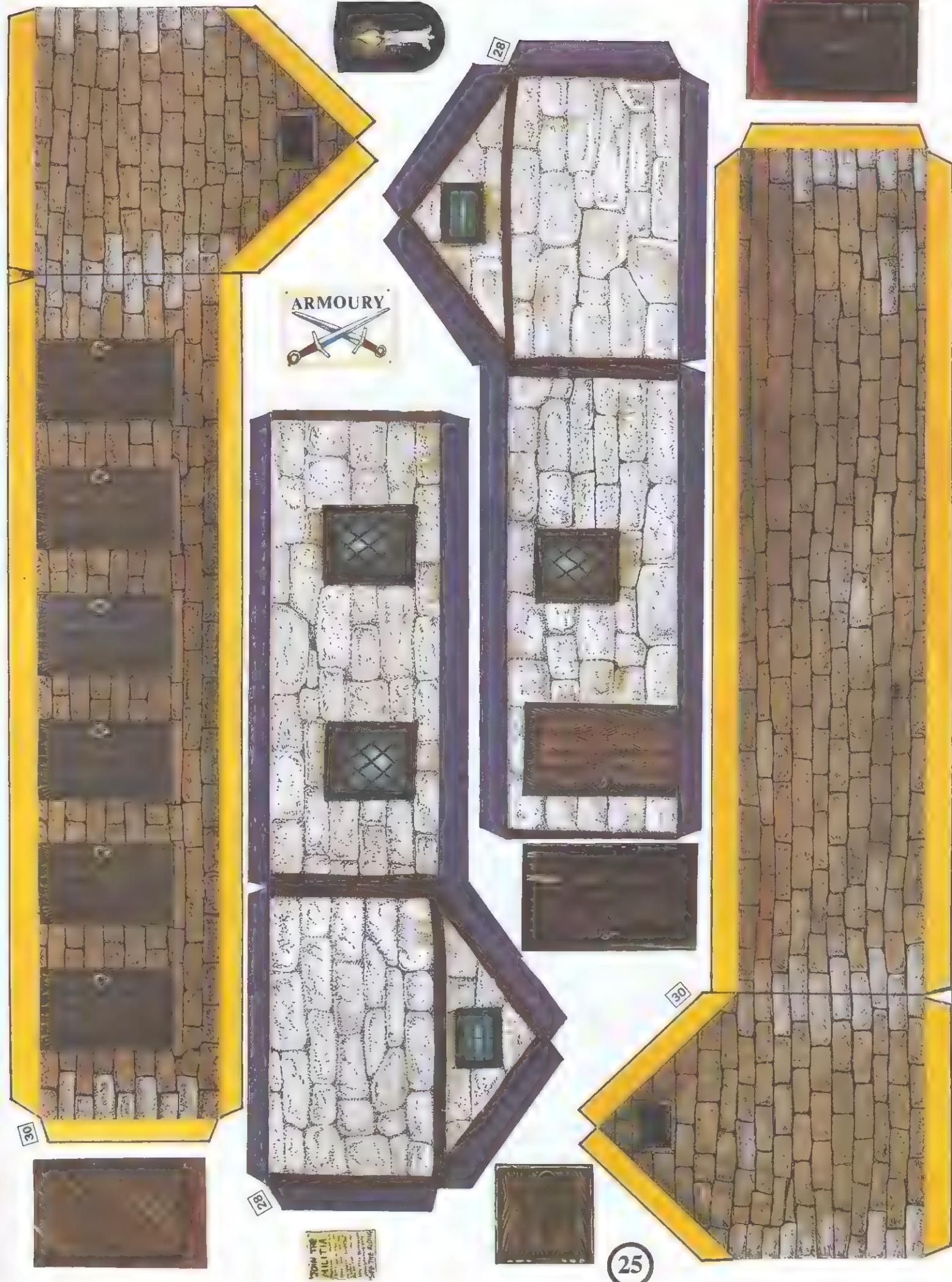


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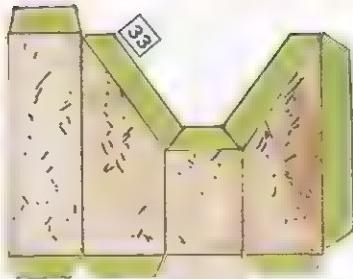


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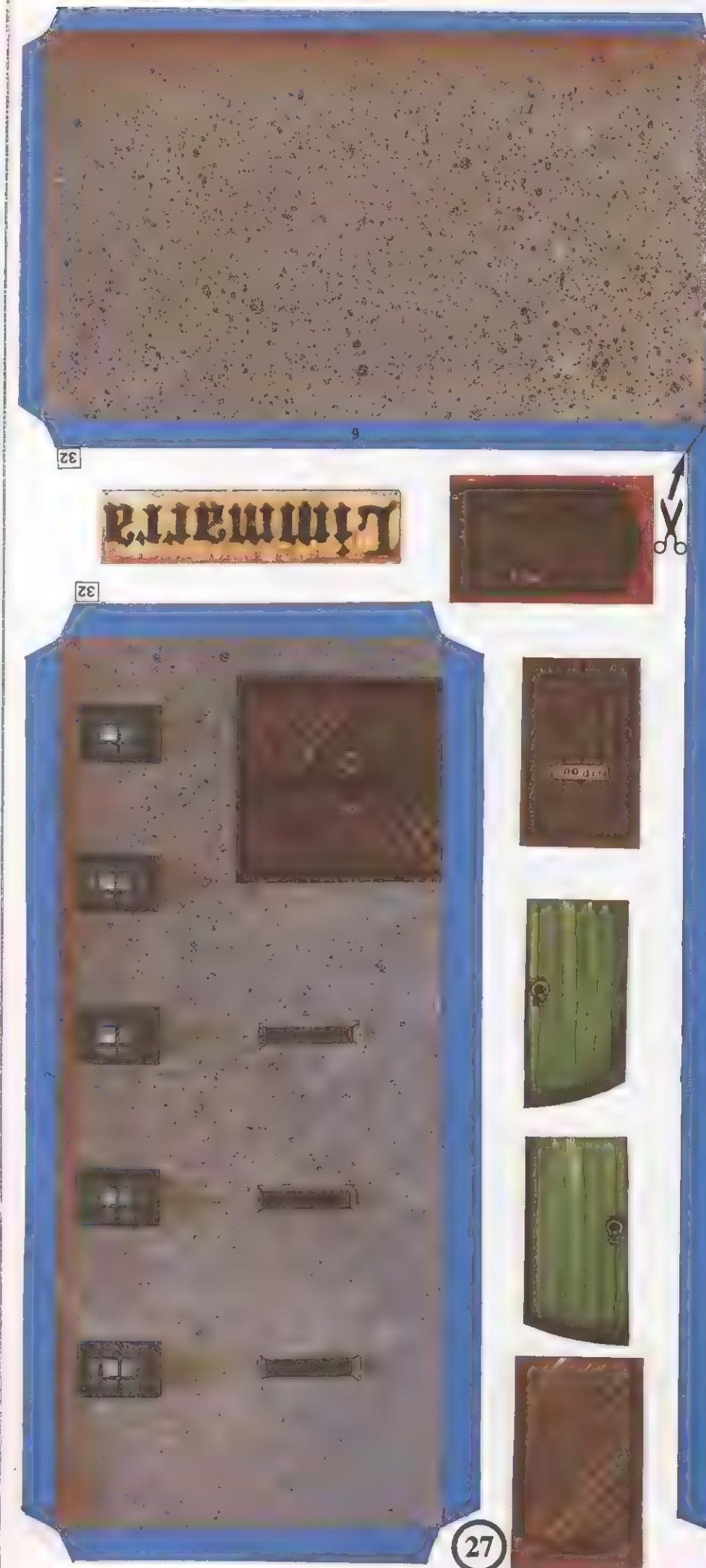


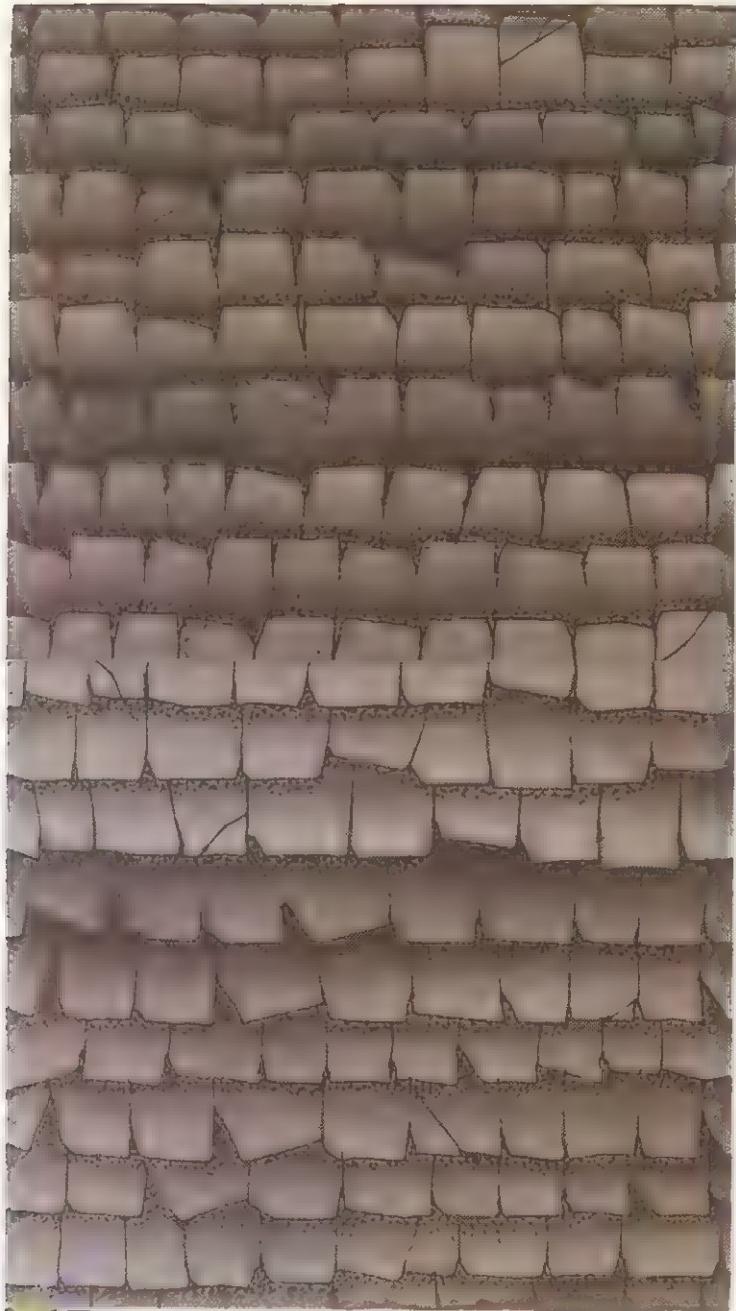
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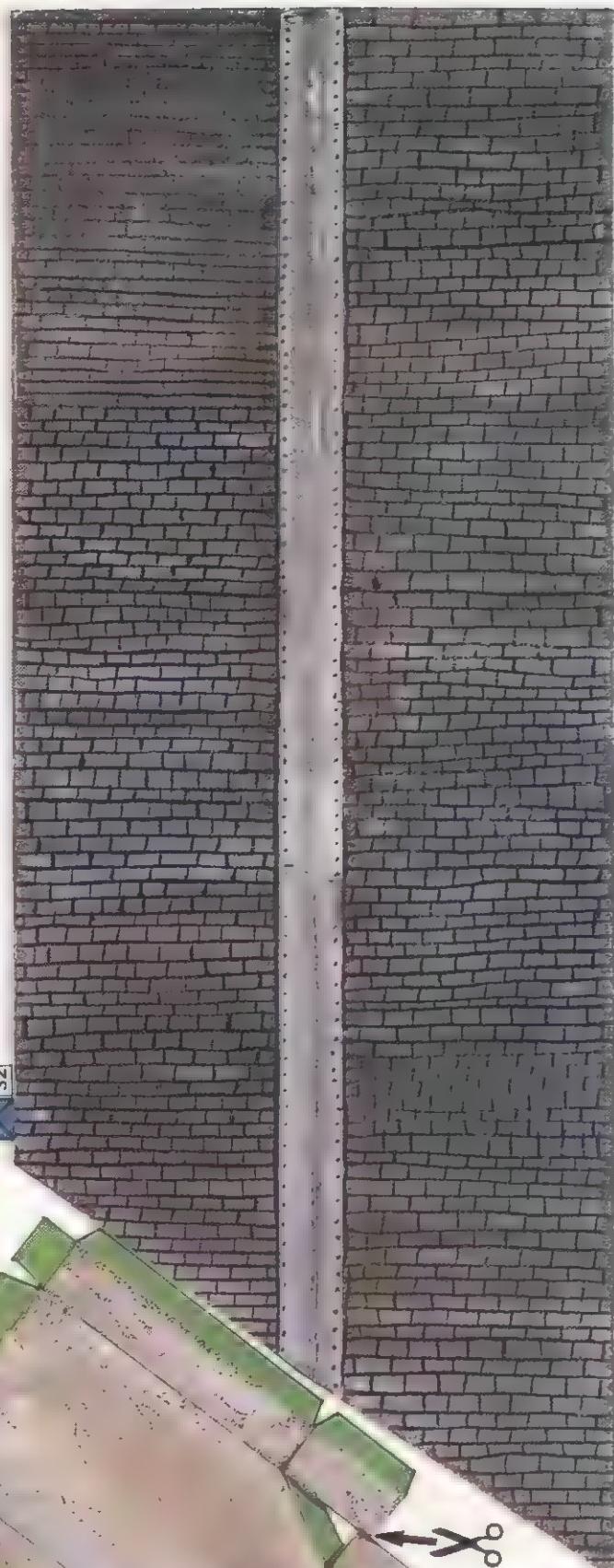
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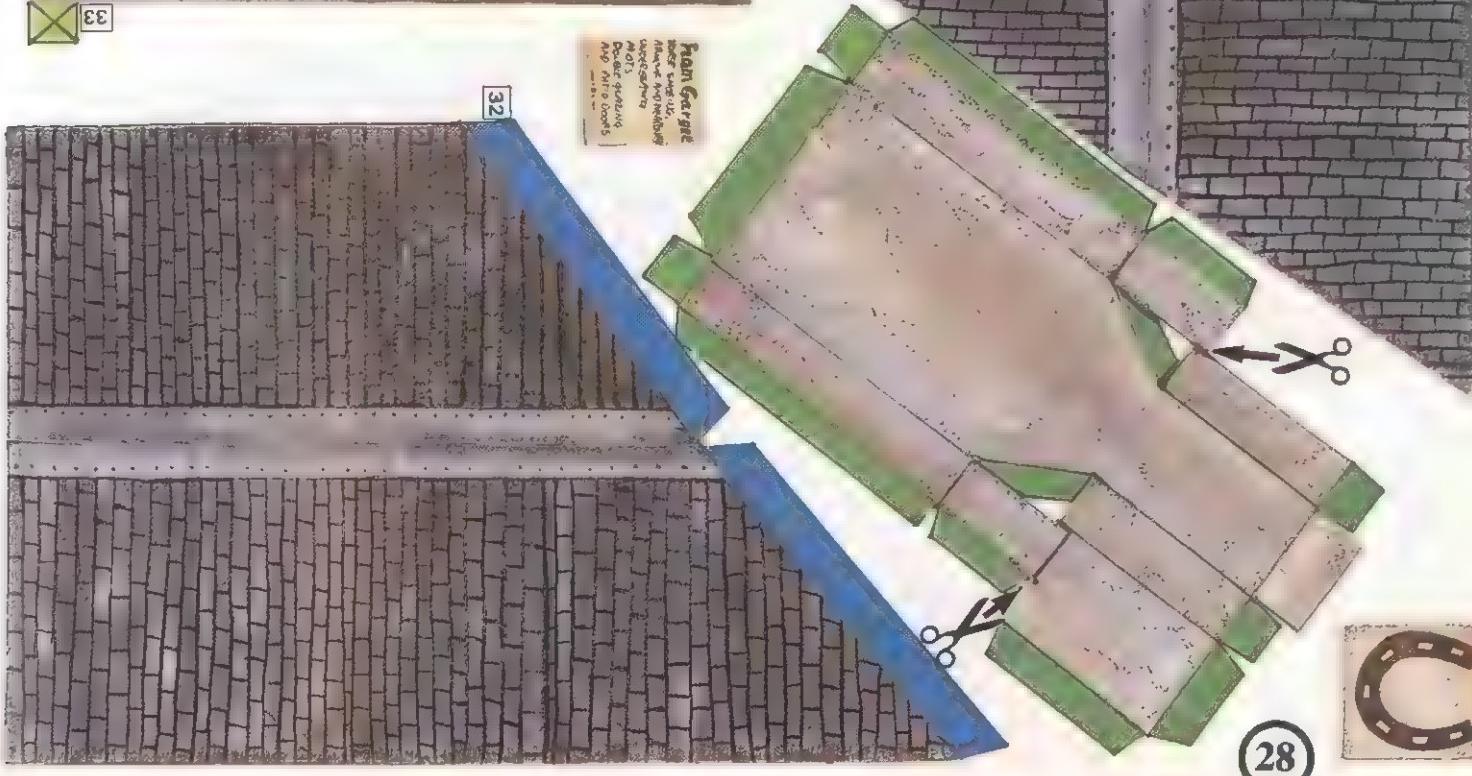




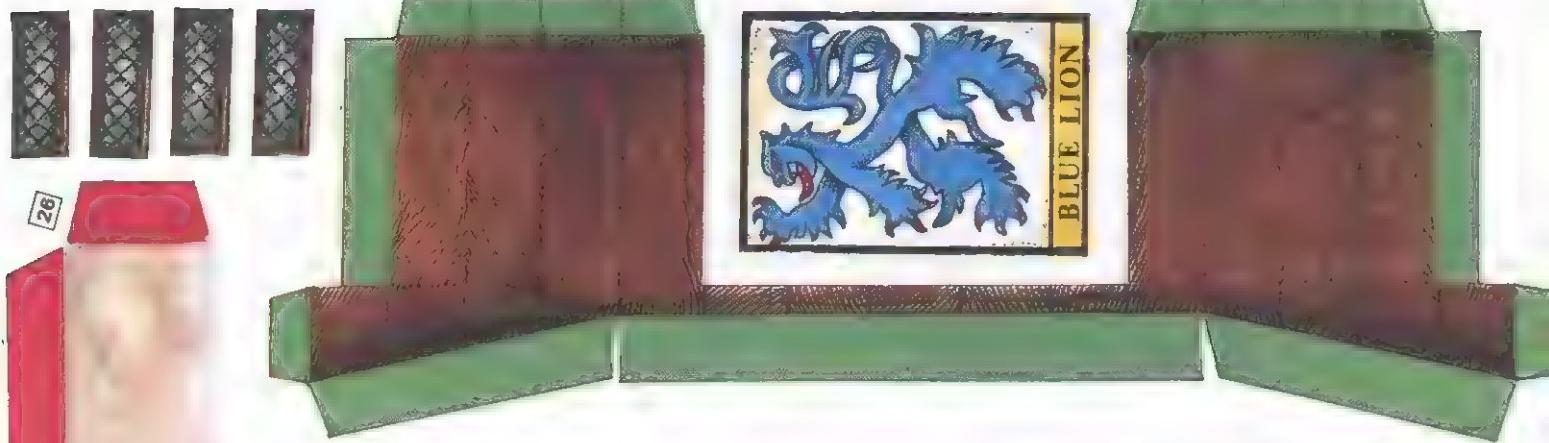
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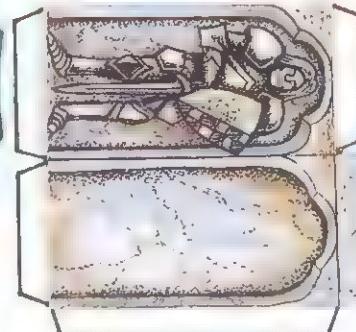
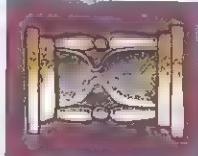
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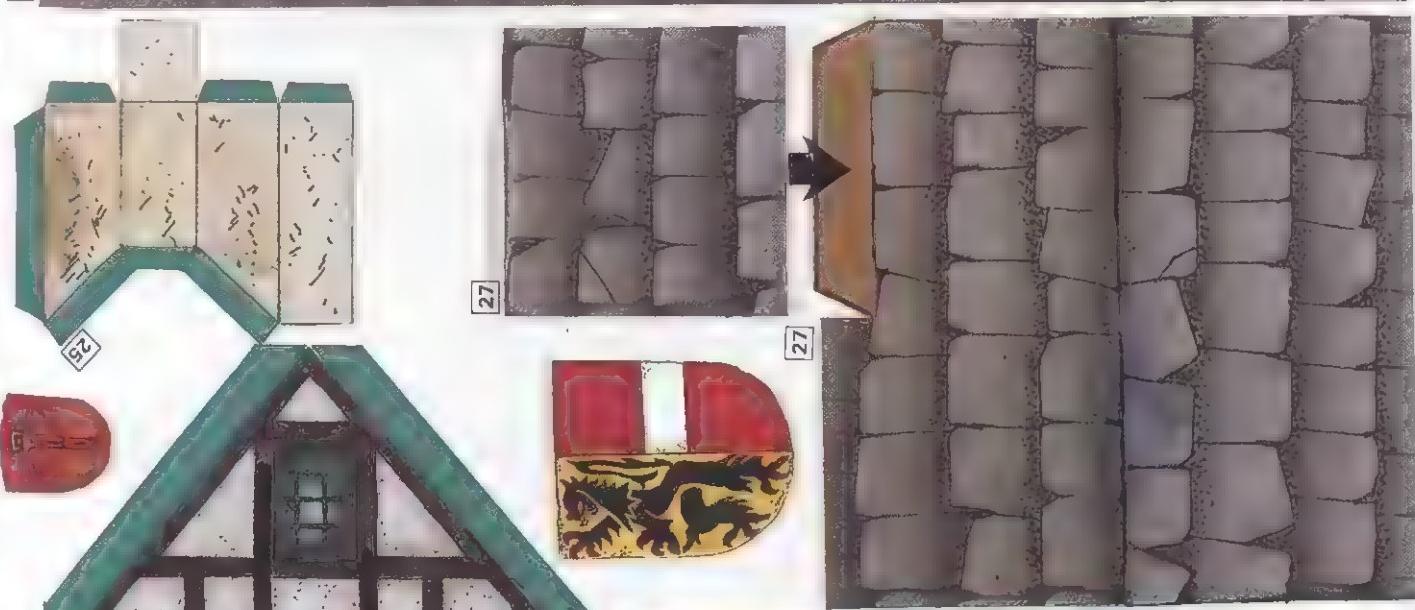


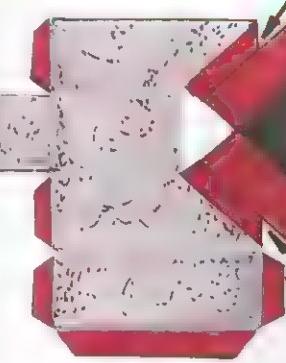
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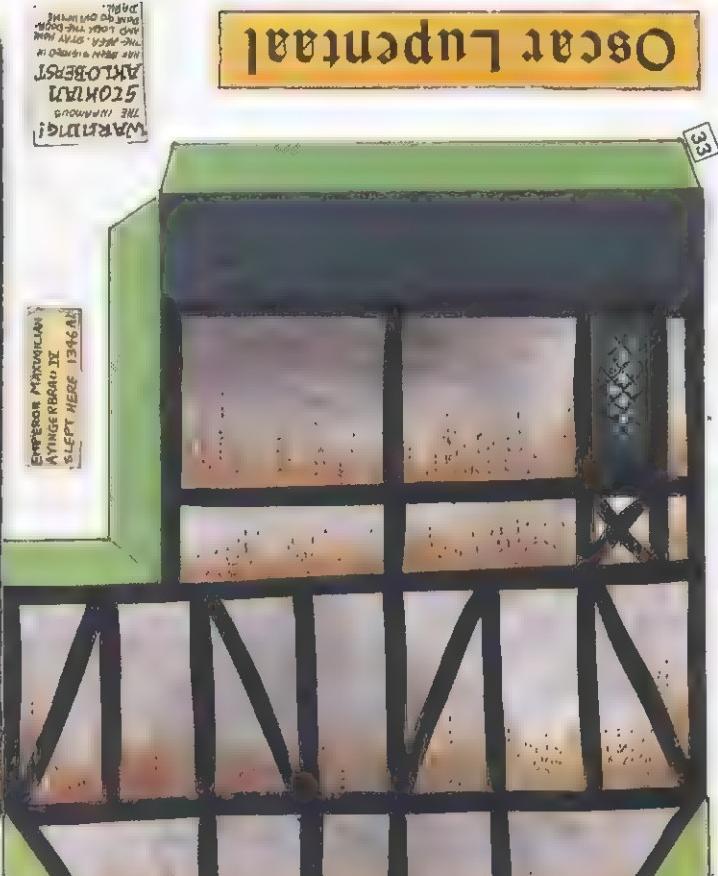
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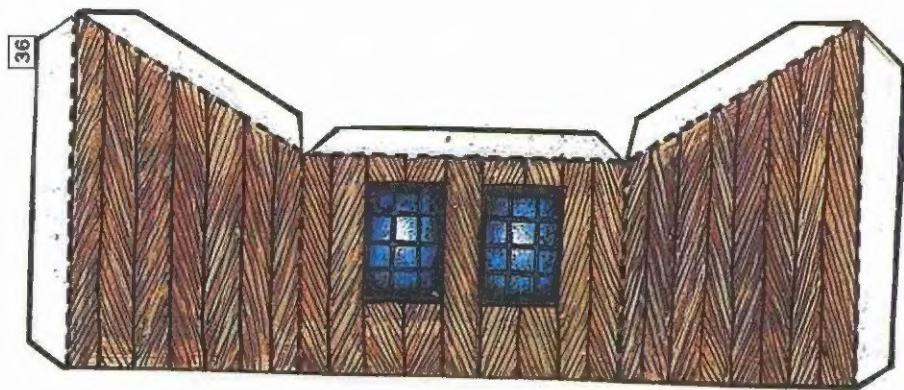
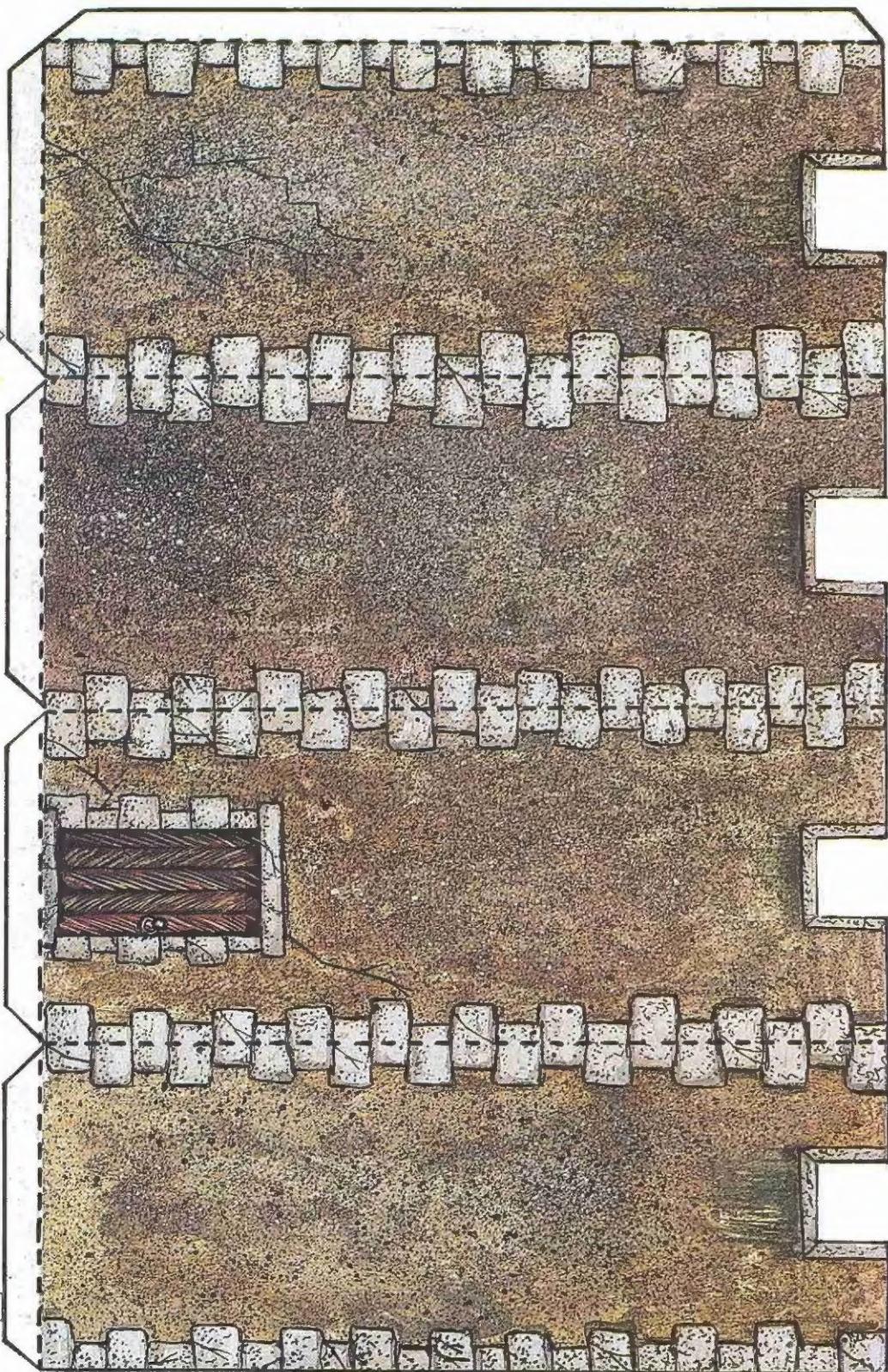
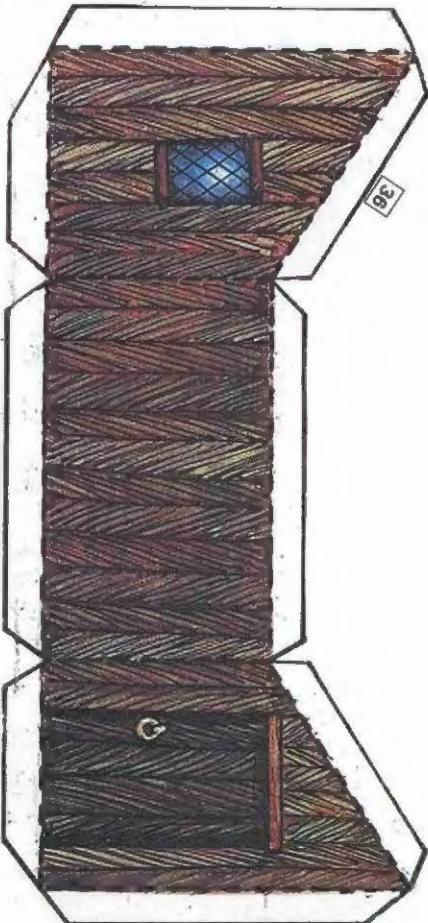
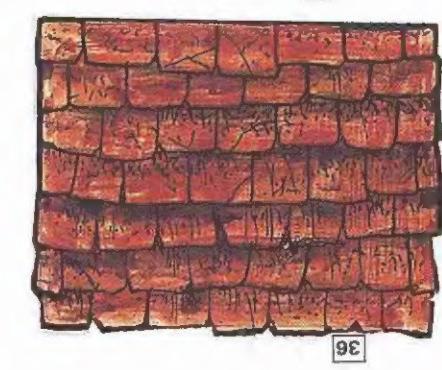
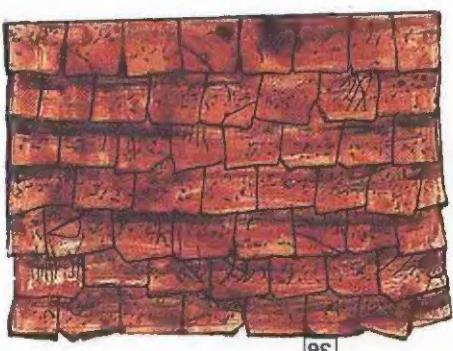
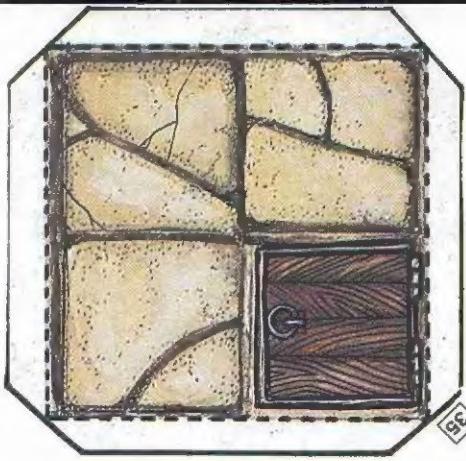
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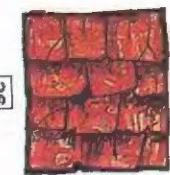


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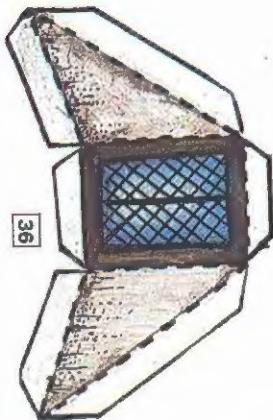
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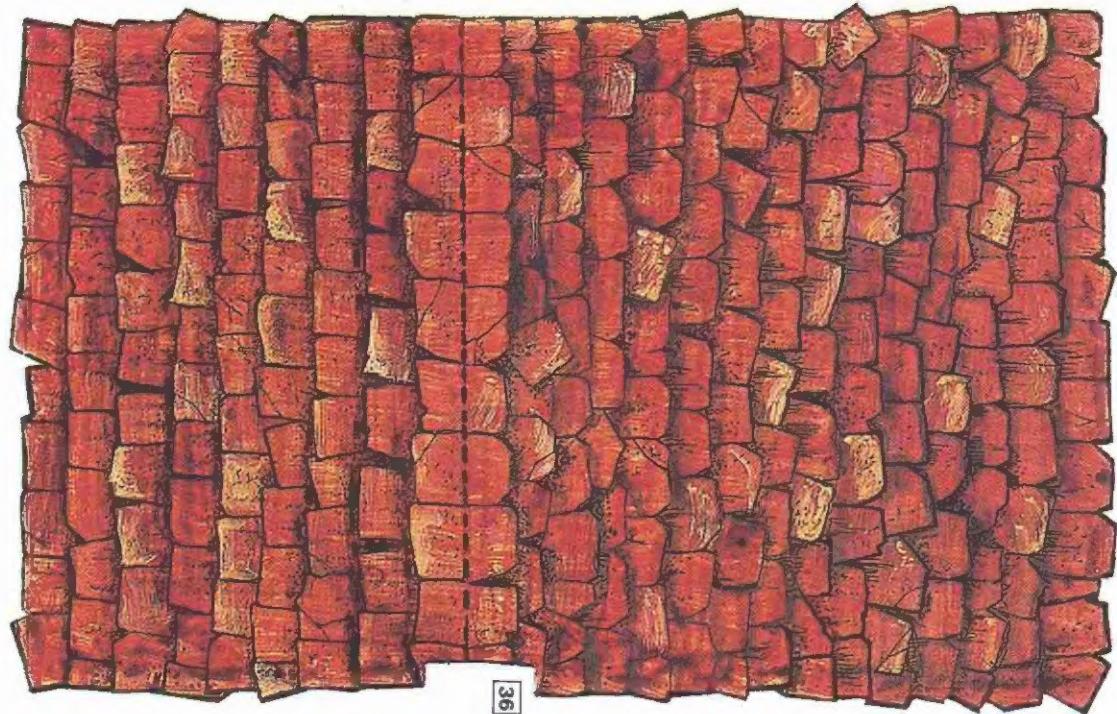




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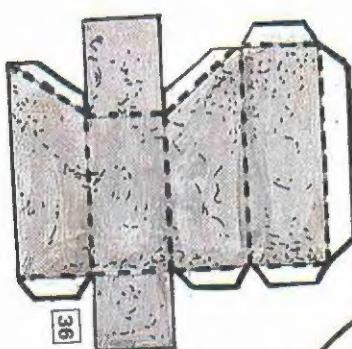
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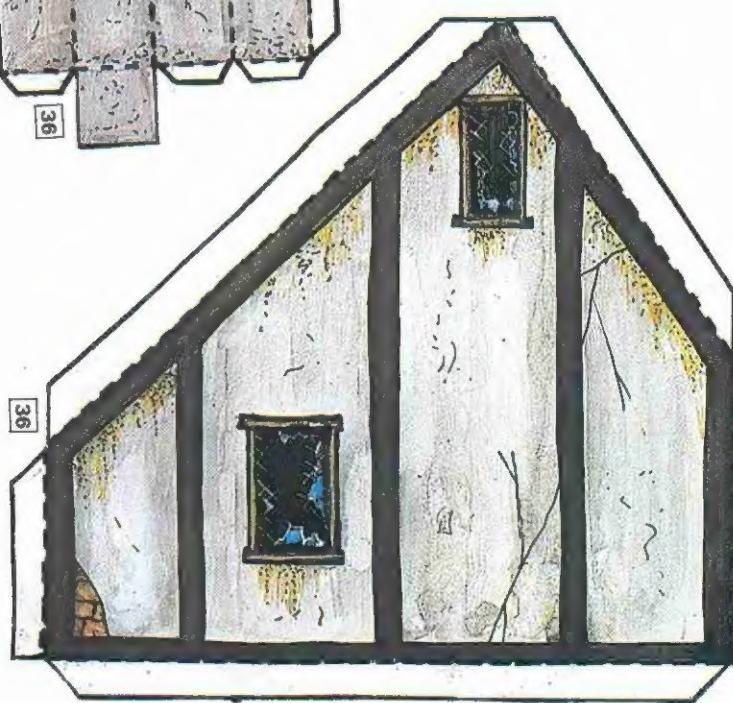
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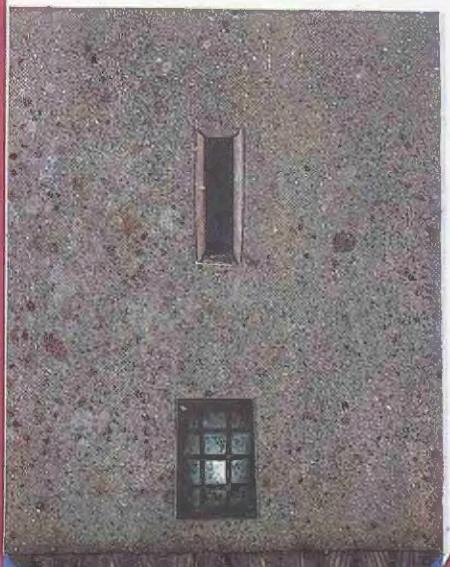
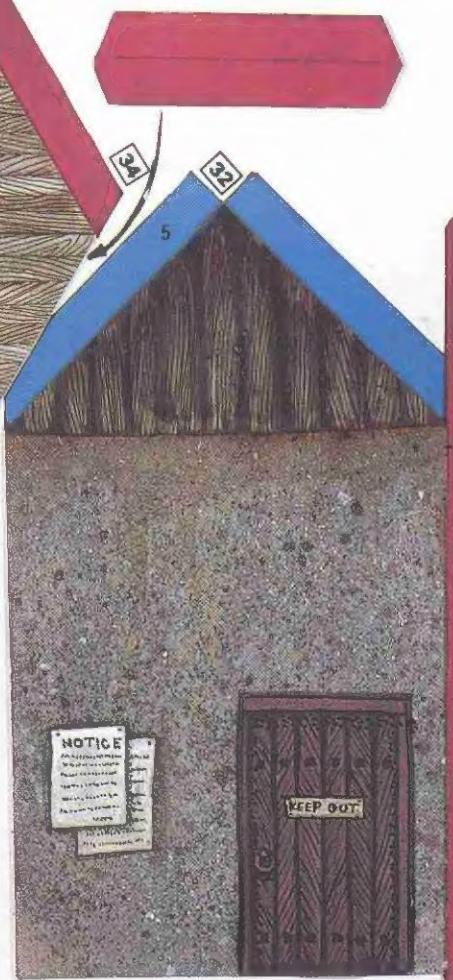
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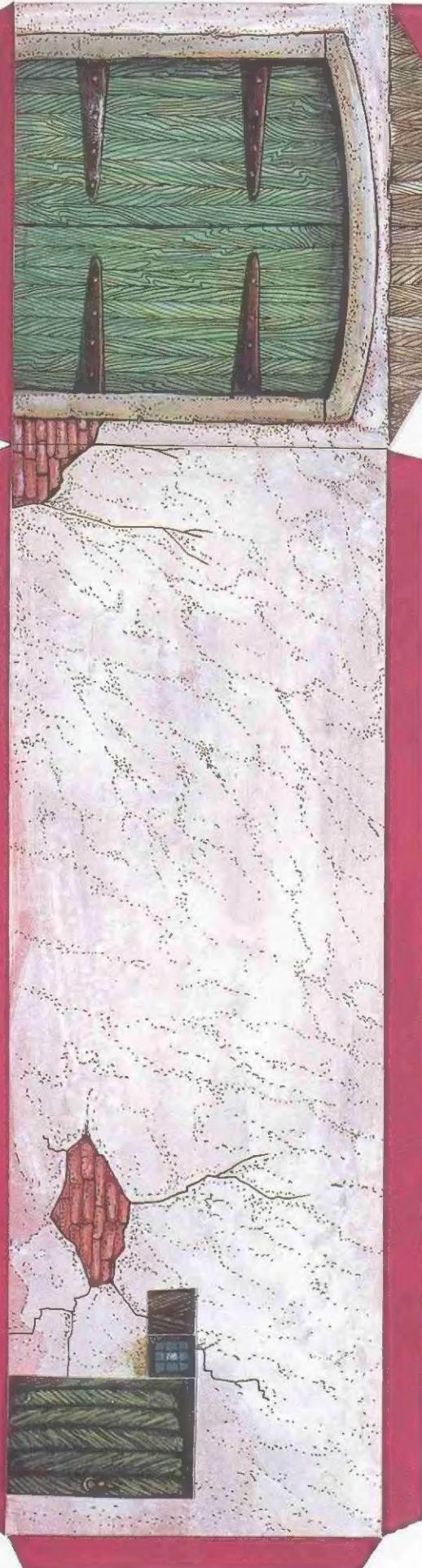
BooD Tclosion

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Heciciah Shipton



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